

AUTHORIZED

SECRET of EVERMORE™

STRATEGY GUIDE



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AUTHORIZED

SECRET of EVERMORE™

STRATEGY GUIDE



by L. Douglas Garrett,
David Cassady, and Tim Cox

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Authorized Secret of Evermore™ Strategy Guide

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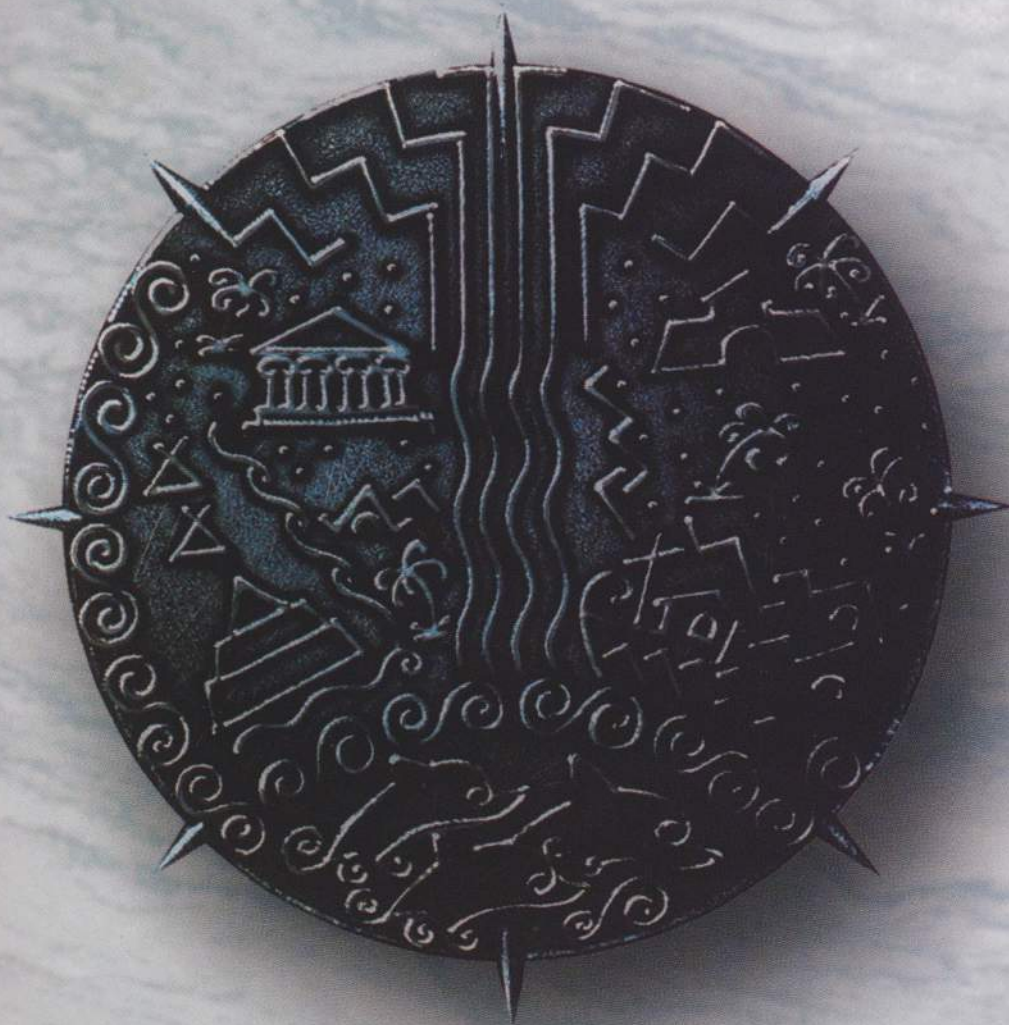
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Authorized Secret of Evermore Strategy Guide

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The Journey Begins



The *Secret of Evermore*, from Square Soft, is the latest product from a company that has already demonstrated its skill at building role-playing games with the wildly successful *Final Fantasy* series. This time, it's the story of a boy and his dog, trapped in some sort of bizarre alternate Earth. How they survive, what happens to them, and whether they can ever return home to Podunk, U.S.A., is all up to you!

To help you get the heroes through the exciting adventures in this game, this book is loaded with strategy tips, walkthroughs, and maze maps to help you through each maze. Whatever you need to get through the game—each step, lots of mazes, each Boss, and plenty of clues—it's all in here!

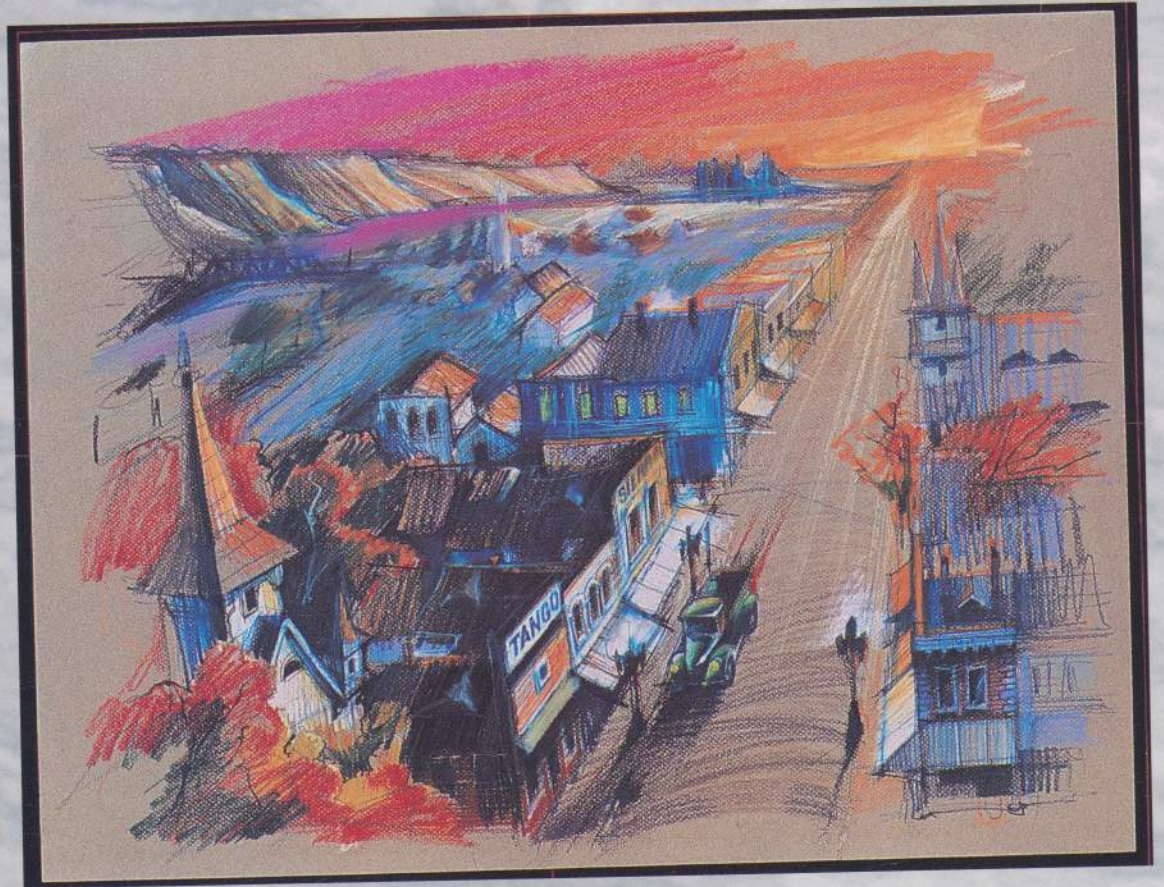
So sit down and hang with us for a while. This book is all the inside stuff you need. Pretty soon, you'll be playing like a pro!

SECRET of EVERMORE™

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SECRET of EVERMORE™

Game Controls



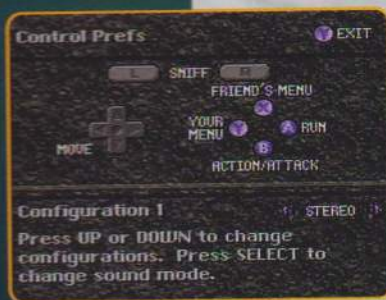
The controller layout for this game is pretty much standard, and is always available from the Options menu if you need to refer to it during gameplay. Furthermore, almost all the Option screens note the next key to hit in the upper-right corner of the screen. But there are a couple of special functions available from the controller pad that you can access without going to the Options menu:

- ❖ By pressing the Y button, you can change back and forth between playing as the Kid or the Dog. This is essential in certain stages of the game.
- ❖ By pressing and holding down the B button, you can run for a short time at a faster speed than you would normally walk. This option becomes available when you gain your first magic Charm.
- ❖ Instead of just pressing the A button to attack with your weapon in combat, you can do something far better. If you are at attack level 2 or 3 with a weapon, press and hold down the A button and watch the glowing bar on the screen beneath your character's Status Line. This will power up past 100% power with a bright red bar. When you are ready to go, move in range of your enemy and release the key. Your special power-up attack will fire and inflict a special effect and lots of damage!

To successfully travel the world of Evermore, you need to master control over the Kid and his Dog. Some buttons have more than one function.

<i>Button</i>	<i>What It Does</i>
D-pad	Makes you walk through the mazes. When Ring Command menus are displayed, push the D-pad left or right to spin the ring, and press up or down to go to a different ring.
X	Opens the Ring Commands for the character you're not controlling.
Y	Opens the Ring Commands for the character you're controlling. Also ends conversations and pauses the game.
A	Lets you run <i>after</i> getting the Jaguar Ring.
B	Lets you talk to people, select options from menus and Ring Commands, and activate weapons.
Left/Right	Press and hold Left and Right to find items with the Dog.
Start	Starts the game.
Select	Switches control between the Kid and his Dog.

Additional Controls



In addition, pressing the B button when enemies are near lets you fight. When you're in a town, press the B button to begin a conversation.

When Ring Commands are on-screen, press left or right on the D-pad to rotate your selections. When you find an appropriate item, press the B button to select it.

To view the Ring Commands (when controlling either character), press the Y button. Pressing Y again closes the Ring Commands.

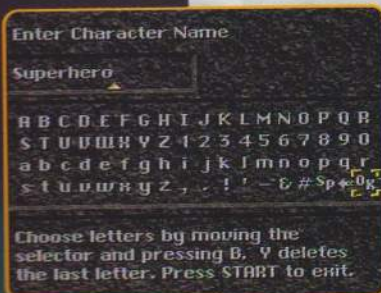
Game Options

There are several specific functions on the Options menu that you need to be able to perform to beat this game. Casting spells, using Essences, changing weapons and donning armor, as well as setting the Artificial Intelligence on your fellow character, are all done from the Options menu. Review the manual carefully on all these features, and then practice them early in the game. A little nimble Option action in a fight could turn the tide in your favor!

 The Action screen includes the controls for the computer-controlled character's Artificial Intelligence (AI). Setting the non-player character to Search, or Defend, or to All-Out Attack, is done by sliding the appropriate marker right or left on the scale. In addition, if there are multiple numbers lit on the right-hand portion of the screen, you may select the A.I.'s Power-Up orders, so that your teammate will attack with the right combination of speed and power. As both characters gain experience, you get more choices that can lead to far more devastating attacks.

 As soon as you learn your first alchemy formula, consider getting into a fight against multiple foes, so that you can practice targeting one or more foes with the same spell! Remember that all the enemies you want to hit must be on the same screen with you in the fight, not just in the same arena. Although the Multiple option is great on attack, it is also a useful defense tactic, because you can cast spells on both characters at once with a deft keystroke, and then leap back into action!

Starting a New Game



To begin a new game, choose New Game from the Game Select screen. A screen appears and lets you enter a new name for your character. To enter a name for your character, press the D-pad to move the cursor and then press the B button to select a letter (pressing the Y button deletes a character). When you're finished, press the Start button to begin the game.

Naming Your Dog

The same process that applies to naming the Kid is true for the Dog. However, you only get to name the Dog *after* you reach Fire Eyes' Village.

Continuing a Game

So you didn't quite have enough time to finish your last game and you had to save it. When you want to return to a saved game, select it from the Game Select screen and press the B button. You may save up to four different games at a time.

Watching Your Health

Your health in the game, as well as your Dog's, is extremely important. You need to be aware of how your health deteriorates throughout an adventure. The following are items that appear on-screen that indicate certain health attributes.

The Kid	Our hero's health is shown in the lower-left corner of the screen. An icon of the Kid appears next to the bar.
The Dog	The Dog's health is shown in the lower-right corner of the screen. An icon of the Dog also appears next to the bar.
Hit Points	Each character can withstand a certain number of enemy attacks, called Hit Points. This number is indicated on the left, next to each character, and shows the maximum life the character can hold.
Power Meter	Holding the B button powers-up weapons after you've reached level 2 with that weapon. The Power Meter increases as you power-up.

Merchant Rings

When you talk to shopkeepers, a Ring appears and shows what the character has for sale. When you put items into the selection ring, a number appears and shows you how many of that particular item you already have and its current selling price.

Edit Ring

The Edit Ring shows your character's status and lets you edit your controls.

Character Status

When you choose the Stat option from the Edit Ring, your character's status window appears. Both characters have status windows; press the Right button to switch between characters.

Experience and Levels

This window shows your character's Hit Points, current level, experience points, and the number of experience points needed to increase to the next level.

Abilities

This window shows the following character abilities:

Attack	Attack strength
Defend	Defense strength
Magic Defense	Defense against magic attacks
Evade %	Ability to avoid an attack
Hit %	Potential for hitting when attacking an enemy

Currency

This window shows the type and amount of each different type of currency you have in your possession. In Evermore, each world has a different monetary currency.

<i>World</i>	<i>Currency</i>
Prehistoria	Talons
Antiqua	Jewels
Gothica	Gold
Omnitopia	Credits

You can exchange currencies in each world at shops within the world you're exploring.

Weapons/Armor Equipped

This window shows your characters' current weapons and armor that are equipped.

The Levels

Choose the Level icon in the Edit Ring to bring up the Weapon Skill window. Each weapon has its own page; to scroll through the pages, press the Right button.

Each weapon has four different levels of attack power, indicated by a number next to its name. The first number shows the weapon's max attack power (0-3); the second number shows your character's experience with the weapon (0-99).

Action Level

Choose the Act icon in the Edit Ring to show the Action menus for the Kid and his Dog. Aggression levels can be set for either character.

Setting the Aggression Level

To change a character's aggression level, highlight the character and then press the D-pad left or right. The aggression levels range from Defensive and Search (lowest levels) to Aggressive and Fight (highest levels).

Attack Power

After you set a character's aggression level, you can set the attack power of the character you're not currently controlling. You can set this level anywhere from 0-3.

Equip

To change armor, choose the Equip icon from the Edit Ring and new armor will appear from which you can choose. Press up or down to see the different body armor, head gear, and arm gear.

Targeting

After you select the Target icon from the Edit Ring of a computer-controlled character, a target arrow appears. Point the arrow toward the enemy you want that character to attack and press the B button. This lets you choose where the computer-controlled character will focus his attack.

If you want to find out the name of the enemy you're about to attack, use the Target function. Remember that you *cannot* use the Target option in towns.

Item Ring

It's difficult to explore much of Evermore without the proper mystical items. The items can be found anywhere—some may be hidden, while others are either earned after defeating an enemy or purchased.

Using Items

The Item Ring displays the objects currently in the possession of the Kid (with the exception of alchemy ingredients). To put an item to use, place the item in a selection box and press the B button.

Goods and Charms

These items can help you along your journey, or can be used to help acquire better items later.

Tradable Goods

Items used to trade in marketplace settings.

Charms

Enchanted items that enhance certain character attributes. Charms can only be traded for or discovered—they can't be purchased.

Call Beads

These mystical stones are used to summon the leaders of Evermore to assist you in battle.

Weapon Ring

The Dog cannot use weapons—only the Kid can. When you acquire a new weapon, it is added to your Weapon Ring. You can't sell or get rid of these weapons.

You can see each weapon's strength by opening the Weapon Ring and placing the weapon in the selection box. The left-most number shows the relative strength of the number; the right-most number shows how much stronger or weaker the selected weapon is.

Changing Weapons

When you need to change your weapon, open your Weapon Ring and your current weapon's name is shown. Position the weapon you want to use in the selection box at the top of the Ring and press the B button twice.

Alchemy Ring

Everywhere you look in Evermore, you'll find alchemists. When you come across one, more than likely you'll learn a new formula or receive important ingredients.

Alchemy formulas are comprised of two ingredients. To create a formula, select the Alchemy icon from the Edit Ring, which accesses your alchemy formulas and inventory.

Use the Left and Right buttons to switch between the alchemy formulas and ingredients. You can take with you only nine formulas at a time, and you can only select different formulas by visiting an alchemist. To view previously created formulas, choose the Flask from the Edit Ring.

General Strategy



A Boy and His Dog

This may be the coolest feature of the game. By pressing the Y key, you can change back and forth between playing as the Dog or as the Kid. Although most of the time you will want to play as the Kid, there are certain battles and conversations where it matters which character you are playing. Remember that when you switch from one character to the other, the same character immediately begins to react based on the action bars and power-up selected on the Act screen. You may need to adjust the bars accordingly.

The basic rule of thumb when dealing with the characters is that the Kid is more agile and can perform power-up attacks with a weapon after he learns how to use it well. However, the Dog inflicts more damage on a given power-up and can become really scary after he reaches level 3 power. One more note: If the Dog gets KO'd, the Kid can save him. If the Kid gets destroyed, you *lose*.

Go Everywhere and Talk to Everyone

When you walk up to someone in a non-combat area, you can talk to them. (Non-combat areas arise when you approach a situation with no weapons out.) Talking to people is how you learn about rumors, find out where you are, buy and sell things, and learn the wonders of alchemy.

In general, talk to everyone in a town before you search around the town. The people might say it's fine for you to search the town, or may give you something for being polite.

You can talk to people as the Dog, too. There are two places in the game (see "Doing That Thinking Thing") where the Dog can get items by talking to another character.



Doing That Thinking Thing

Now nobody wants to get a brain strain playing an RPG, but there are a few things worth thinking about. For example:

- Do I need to have supplies to cast my spells? Where do I get them, and how much of each do I need to carry around with me?
- What do these other goods do for me, and how much must I pay to get more of them?
- How do I get money? What can I buy with my money? And where? Can I make money in the town marketplaces?
- Did I remember to put on the armor I just bought?
- Am I using the correct weapon, or should I use this new one I just found?

General Fighting Tactics

There are some general fighting strategies you should follow in this game from very early on.

- Don't sit still in a brawl. If you are in combat with a bunch of monsters, or just one that can really hurt you, keep moving!
- If you remain in one place, a monster will figure out a line of attack and destroy you in no time.
- You need to dodge around the area, especially if you see a spell or missile weapon being shot in your direction.

Diagonal Lines of Attack

Many early monsters only attack from the left, right, up, or down. Fight these guys by setting up just off your line of attack and wait until they leap and miss. Then leap in and hit them!

Pick up a Spear and use the power-up. This is without a doubt the best weapon in the game. At attack level 2 or higher, you can perform a power-up and throw the Spear. It reappears in your hand right after executing a full power-up damage.

Keep the Dog in the fight. In general, you should let the Dog do the hard work during a serious fight so you can protect the Kid. This means that you need to keep the Dog in the battle, both by healing any damage he takes and by leading him toward your enemy. Even on aggressive action, the Dog is not quick enough at identifying targets without having the Kid jump into action. So even if you want no part of a fight, don't run; lead the Dog back into the action and see if he can win this battle.



The Game— by Area

Opening Sequence and The Raptor Bushes

What's Important?

-  Transported to futuristic room.
-  Obtain bazooka.
-  Fight and defeat Guardbots.
-  Jump into escape pod.
-  Crash-land on Evermore.
-  Reunite with your Dog.
-  Receive Bone Crusher.
-  Fight Raptors.

The Opening Sequence

You start the game watching an introduction that explains who you are and where you're from: You're a young boy from Podunk, USA.



By the time the introduction has run its course, you are on a space station called Omnitopia that figures prominently in later levels. Carltron the Butler shoos you away and sends you to a chamber to get rid of you.

The chamber has a storage ball with a bazooka in it; advance to the storage ball and press the B button to get it. When you get the bazooka, two Guardbots appear from ports in the floor and try to kill you.

They are not a challenge for you and your bazooka—that is, if you can line up your shots properly before you run out of ammo!



Mini-Boss: Guardbots

- ☛ The Guardbots give you your first chance to learn how to dodge around while lining up a shot. It's good practice for later fights.
- ☛ The ideal shot is to back up as the Guardbots appear, then fire at them if they line up together in front of you.
- ☛ If you run out of ammo before you eliminate the Guardbots, you can still use the bazooka as a club.



After you defeat the Guardbots, you'll jump through the floor iris and enter the escape pod. The pod ejects from the station and plummets toward Evermore. When you hit the ground on Evermore, you are reunited with your Dog. He's now a furry proto-dog with massive shoulders. Just to confirm that this is really your Dog, you toss a stick in the woods. Instead of bringing back the stick, he brings back a dinosaur bone called the Bone Crusher, which is your first "sword."





THE LANDING

- A.** Crash Point
- B.** To Fire Eyes' Village
- C.** To Strong Heart's Hut



Take your time exploring this area, because there are several alchemy ingredients to be found under bushes, and some wimpy flowers and mosquitoes to fight.



Several of the paths are blocked by small plants; unfortunately, the Bone Crusher is the only weapon that *can't* cut down these plants. Just ignore these paths for now, but come back after you get a better weapon.



The only way out of this area is the path to the north. The path leads to a path that is a set of four bushes with an empty space in the middle of them.

Now you are placed in a battle against several rabid Raptors that hide out in the four bushes. They will leap out at you and hit the ground running. Beating the Raptors can be a challenge at this point, but with a little patience it's possible.



Mini-Boss: Raptors

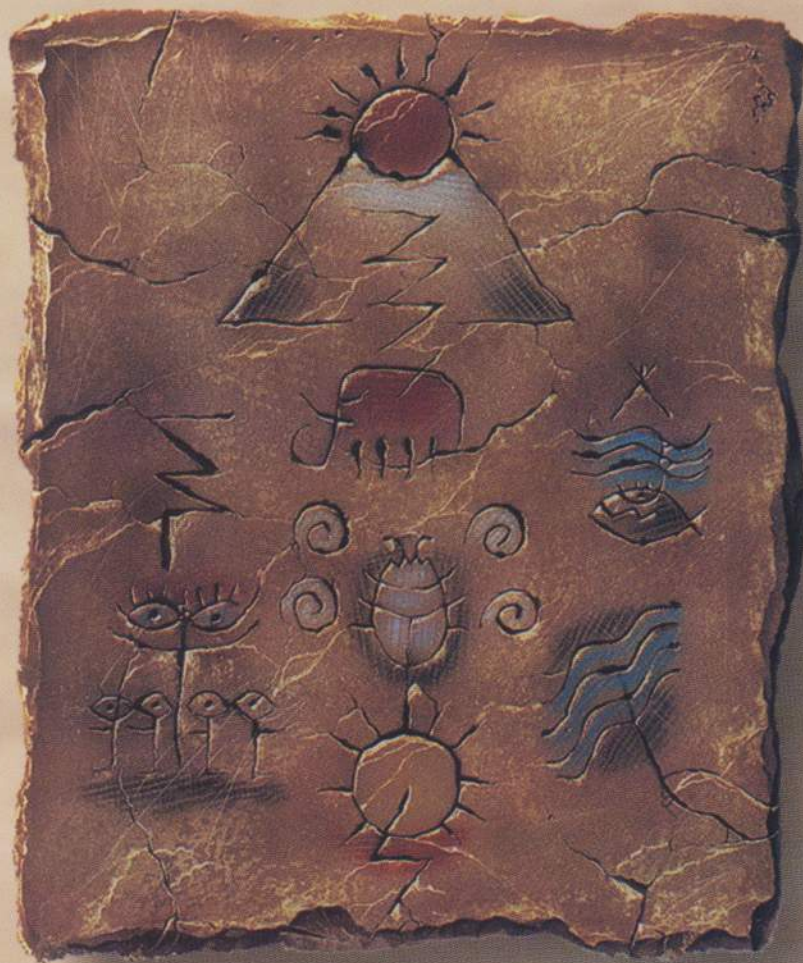
- ☞ Play the Kid and let the Dog fight on his own. The Dog will continue to fight until he loses all of his energy.
- ☞ If you found a petal before this fight, do *not* waste it on the Dog. It's much more important for the Kid to stay in the fight.
- ☞ Pay attention when the Raptors attack. The bushes shake, and occasionally a Raptor sticks his head up, but the actual attack comes from another bush. Position yourself on either the left or right side in between two bushes. This keeps you out of the way when the Raptors leap from the bushes.
- ☞ After the initial attack, line yourself up with a Raptor and as soon as he leaps, hit him with the Bone Crusher. This may seem risky, but it's the best time to attack.
- ☞ Be patient. Nothing heals the Raptors. If you do a little damage on each pass, while avoiding a hit, you'll eventually pop each Raptor.



When you win, search around for more stuff, then go north to the village and end this level. Even if you lose, your Dog drags you off to the village. This is the *only* fight you can lose and not lose the game.



Prehistoria



Fire Eyes' Village, Quicksand Fields, and the Bugmuck

What's Important?

- ☞ Explore Fire Eyes' village.
- ☞ Speak with Fire Eyes.
- ☞ Name your Dog.
- ☞ Receive **Flash** formula.
- ☞ Get Jaguar Ring.
- ☞ Get **Hard Ball** formula from Bugmuck alchemist.
- ☞ Fight Thraxx.
- ☞ Receive Spider's Claw.
- ☞ Free Strong Heart.
- ☞ Visit Fire Eyes to gain **Call** ability.
- ☞ Visit Strong Heart.
- ☞ Learn **Cure** formula.
- ☞ Learn **Defend** formula.

Fire Eyes' Village



FIRE EYES' VILLAGE

- A. To Landing
- B. To Quicksand Path
- C. To Secret Nook
- D. To Grave Path
- 1. Fire Eyes' Hut
- 2. Alchemist Hut
- 3. Inn
- 4. Essence Seller
- 5. Armor Seller

Available Goods

Alchemy Seller

Oil	5@100 Talons
Wax	5@120 Talons
Water	5@60 Talons
Ash	5@60 Talons
Crystal	5@80 Talons

Available Goods

Armor Seller

Grass Hat	120 Talons
Grass Vest	120 Talons
Vine Bracelet	180 Talons
Leather Collar	250 Talons

Available Goods

Essence Seller

Essence	15 Talons
Petals	15 Talons
Pixie Dust	150 Talons
Dog Biscuit	50 Talons

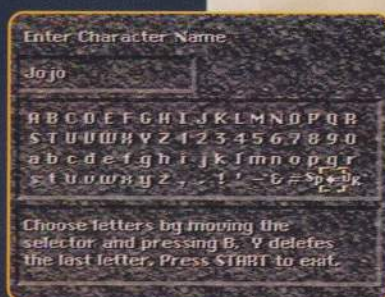
Walkthrough of Fire Eyes' Village

Each of the huts contains people and items of interest to a new adventurer like you. The locals seem to like you, and they allow you to search around and take anything you need from their storage gourds. There's an Inn, an alchemist, a goods dealer, and an armor dealer. Buy plenty of alchemy goods and dog biscuits. You may not have enough Talons to purchase armor.

Free Armor

 The man in the hut next to the armor dealer gives you a grass vest.

After you finish exploring, go to Fire Eyes' hut. It's not an easy task though, because a man out front stops you before you can enter. After an overly dramatic introduction, Fire Eyes... er, Elizabeth appears. She's the leader and chief protector of the village.



It seems Fire Eyes is a little girl from Podunk, and she might help you get home. But she needs you to find the missing alchemist, a man named Strong Heart, who has disappeared into the Bugmuck, a fierce place east of the village. You get to name your Dog at this point, and Elizabeth teaches you your first alchemy formula, called Flash.



New Spell

Flash Does some damage 1 wax and 2 oil

It's pretty weak, but it's a start on your career as a fighting alchemist. You can also save the game at this point.



Speak Up!

- ☞ Talk to everybody, both as the Kid and the Dog. Folks say different things to each character. It's not essential at this point, but it's a good habit to get into.
- ☞ Dog biscuits and petals are your friends. They can turn the course of a battle around by restoring your lost energy or by reviving the Dog.
- ☞ The armor sold here is so weak for the price that you can probably survive long enough to get better armor as you explore.
- ☞ Load up on wax and oil if you have Talons from fighting beasties. Then use **Flash** every chance you get to build up your skill.
- ☞ Don't bother poking around the west edge of the village yet—you don't need anything here. If you do, you may find a guy and three gourds. Save them for later and you'll receive greater rewards.



Quicksand Fields and the Bugmuck



QUICKSAND PATHS

- A.** To Fire Eyes' Village
- B.** To Quicksand Field
- C.** To Quicksand Field Ledge
- D.** To Fire Pit



QUICKSAND FIELDS

- A.** To Quicksand Path
- B.** To Bugmuck
- C.** To Hidden Alchemist
- D.** To Bugmuck Ledge

- 1.** Essence Seller (Jaguar Bracelet)
- 2.** Whirlpools to Essence Seller
- 3.** Secret Path

Available Goods

Essence Seller

Essence	20 Talons
Nectar	200 Talons
Petal	20 Talons
Pixie Dust	150 Talons
Dog Biscuit	60 Talons



Walkthrough of Quicksand Fields

The area to the east of the village is filled with Flowers, Mosquitoes, and Skelesnails.

This is a great arena for combat and practicing with your weapons. Furthermore, you get a chunk of change each time you pop a beastie, so you can buy more alchemy goods and other stuff as you need it. The eastern extreme of this area is the entrance to the Quicksand Fields. Once again, several paths are blocked by small plants; ignore them for now, but you will be able to explore the paths on your return trip.



Experience Pays

- ☞ This is the best level-building area at this point in the game. You may hit the 5th level in a couple of trips here just by whacking the monsters. There are lots of beasties, the village is nearby so you can rest and save, and the creatures are reset each time you go back to the village or east into the Quicksand Fields.
- ☞ The game keeps track of several kinds of experience: character level, weapon level, and alchemy level.
- ☞ It's a good idea to raise all of these experience levels. Try to max out both characters' weapon levels, and raise character levels between the 5th and 10th level.

When you enter the Quicksand Fields, you see more Skelesnails and some weird whirlpools in the sand.

Go ahead and fall into the first one. You'll come out in front of a cave entrance. Inside the cave is an essence seller with a special deal. He'll throw in the Jaguar Tooth Ring as a freebie if you buy any of his goods.





Buy something even though the prices are higher than in the village. Buy nectar if you can afford it. The ring is worth it—it's your first charm and it gives you the ability to run.

This makes getting across the Quicksand Fields a snap. After you are done, leave by the same whirlpool you came out of and you'll be back at the area entrance. Now dash to the south and into the Bugmuck.

Crossing the Fields



- The Speed Run drains your energy. Take short paths across the sand that end near cliffs, which puts you safely out of the reach of any whirlpool. Then line up your next dash and move on.



- Near the southwest end of the Quicksand Fields is a stairway onto the left cliff. Go up there to search around for more gourds and alchemy goods.

Bugmuck



BUGMUCK

- A.** To Quicksand Field
- B.** To Quicksand Field Ledge

- 1.** Alchemist Cave
- 2.** Big Bug Entrance
- 3.** Big Bug Exit

Available Goods

Alchemy Seller

Oil	5@60 Talons
Wax	5@80 Talons
Water	5@30 Talons
Crystal	5@60 Talons

Walkthrough of Bugmuck



The Bugmuck is a whole new terrain, with no more Skelesnails to be seen. But the place is crawling with Maggots and oozing with Tar Skulls.



As you go south, watch out for Tar Skulls that attack from the muck. They are very fast and recoil out of reach after they attack.



Look for a small cave to your right and enter it. The resident is an alchemist pal of Strong Heart's. He'll give you a new formula, **Hard Ball**, that uses crystal and clay.

New Spell

Hard Ball Does some damage 1 crystal and 1 clay

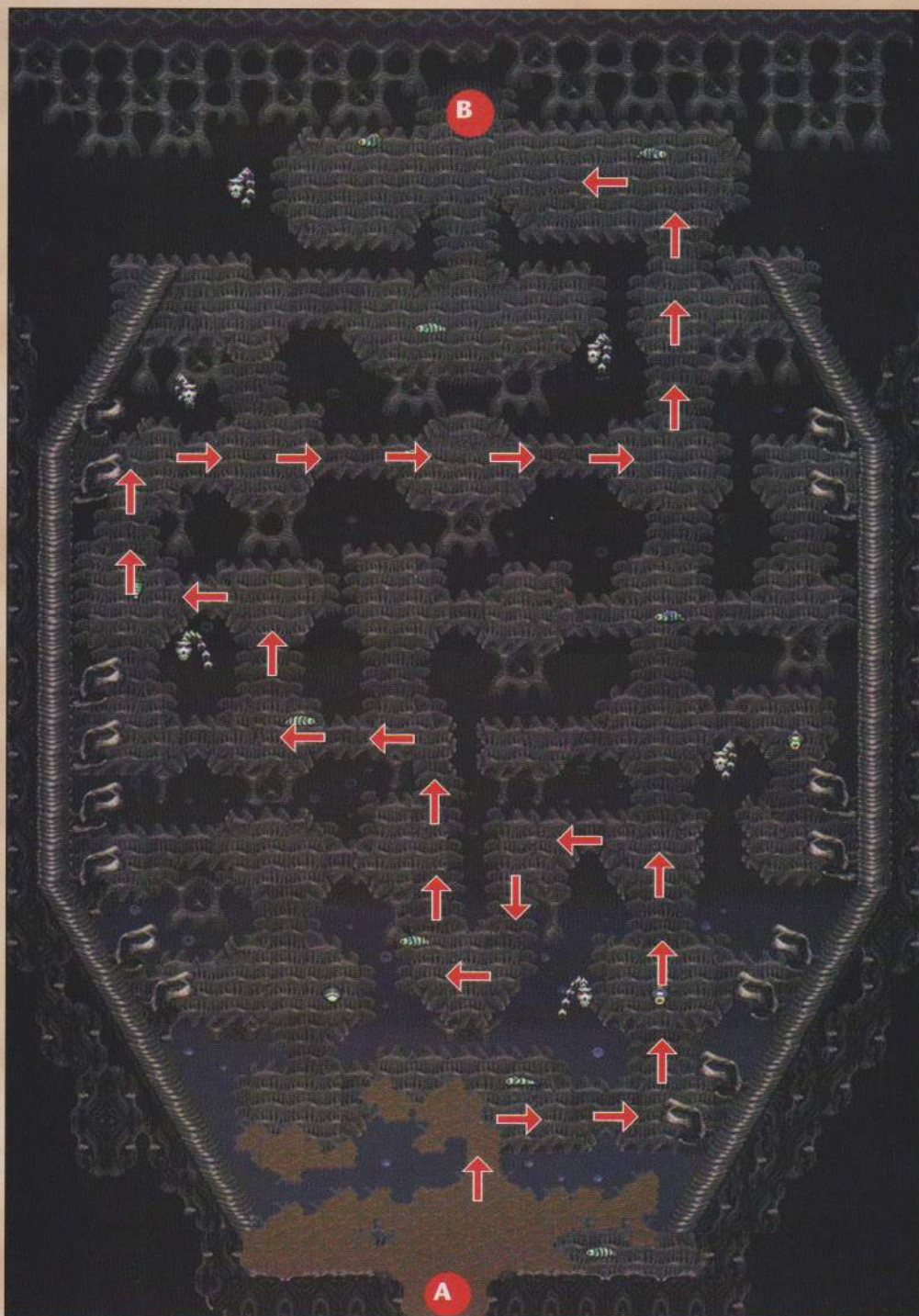
The good news is that you need less stuff, and different stuff, to fire the formula than you do for Flash, and it does about the same damage. The downside is that you haven't seen anybody yet who sells clay. Ready this spell anyway, because you are nowhere near your limit of 8 useable spells. This guy is also an alchemy seller, and has better prices than the village. He'll also let you save.

Now wind around the Bugmuck and head toward the skeleton of the Giant Bug. On the way, search for alchemy goods and gourds.

The area is full of oil, wax, and clay. A great place to look for these items is near any Tar Skull, but pop the beastie first.

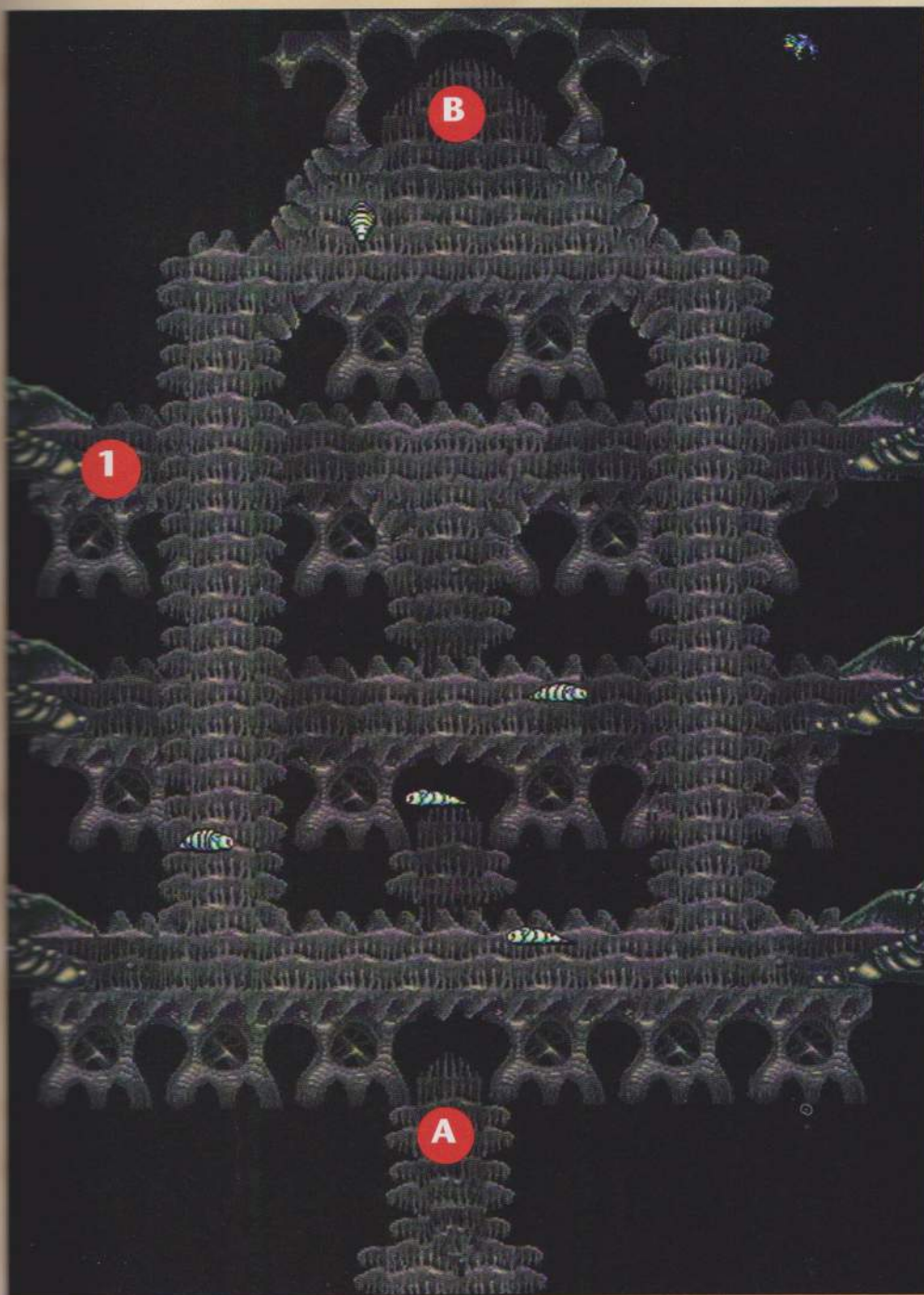


Walkthrough of Big Bug



BUG MAZE 1

- A.** Big Bug Entrance
- B.** To Bug Maze 2
- 5** Path through Maze



BUG MAZE 2

- A. To Bug Maze 1
- B. To Thraxx's Chamber

1. Path Starting Point



The inside of the Big Bug is a collapsing maze. That means that parts of the floor disappear either before or after you cross them. At least you can't fall in. If you get cut off, go to the right or left edge to slide back to the starting point and try again.

The optimal path has no collapsing segments—at least none that collapse before you cross them. (Refer to the map for the best possible path through the maze.)

The second level of the maze is not collapsing. It's a three-dimensional map chock-full of Maggots. There are also some gourds that can be found on the side paths. Overall, it's a simple maze that takes you to Thraxx's chamber.



Boss: Thraxx

- ❧ Thraxx is fairly tough because he is nearly immune to physical attacks as long as his body covers his heart. The big-money attack consists of leaping inside his body cavity when the claw gates open and whacking away, which inflicts about 10 times the damage you could do from outside.
- ❧ Unless Thraxx is open, pound away with attack formulas, which still do full damage.
- ❧ Thraxx is built of the following three parts: two arms (right and left) and a heart. If you can't get at the heart, swipe at his arms. Although it's not necessary to destroy his arms, you do get extra experience for destroying them before you destroy the heart.
- ❧ Thraxx drops up to 3 or 4 Maggots every few seconds, so either dodge around or keep the Dog on a level 0 attack.
- ❧ Thraxx can either stomp (for knock-back damage) or cast acid rain (for serious damage). Keep the Kid's energy at no less than 40 to avoid being plastered by a lucky shot.
- ❧ If the Dog is at attack level 2 or 3, consider putting him on his highest level of computer control. The Dog can lash out a couple hundred points of damage in a single shot to the heart if he connects.



Your victory over Thraxx delivers you a ton of cool stuff.



First and foremost is the Spider's Claw Ax. This weapon can hack through vines, a type of undergrowth in the jungle that blocks off certain pathways. You also get 750 Talons. Now split open the cocoon that sits where Thraxx was to rescue Strong Heart.

Strong Heart is very grateful not to be spider food and gives you 10 wax, 10 oil, and an invitation to come visit his hut, which is south of the village. He then exits through the Big Bug's mouth.

Ending This Area

Follow Strong Heart out of the bug and you find yourself on top of the cliffs that surround the Bugmuck and Quicksand. There are several gourds up here to search, one of which has a Mammoth Guard armor piece in it.

Hidden Gourds and Alchemist

🔗 In the top-right corner of the Quicksand Fields map, you'll find a single gourd. If you walk through the "wall" to the right of the gourd, you'll find a secret room with four more gourds.

🔗 Continue to the right and you'll discover a hidden alchemist, who has the difficult-to-find clay for sale and the **Acid Rain** alchemy formula.

New Formula

Acid Rain

Hits all enemies mildly

1 ash + 3 water

Hidden Alchemist Seller

Item	Cost
Clay	5@30 Talons
Ash	5@50 Talons
Water	5@30 Talons
Crystal	5@60 Talons
Wax	5@80 Talons

Eventually you reach a spot next to where you entered the Quicksand Fields. Cut through the vines and head back to the village. When you get back to the village, go visit Fire Eyes.

Fire Eyes has two things to tell you: First, she has a new mission for you. You'll be going north to explore the volcano and find out why it's cooling down. If that isn't solved, there may be an Ice Age that could wipe out the village. Second, she also gives you a half-dozen Call Beads, and a demonstration of her powers.



Fire Eyes' Call Spells

Flare	Twice as good as Flash
Heat Wave	Attacks all enemies
Storm	Cool lightning bolt
Life Spark	Healing power

Call Beads

Call Beads are twice as powerful as your highest spell level. So to get maximum effect from Call Beads, pick a couple of spells you can use in any fight, and then use them exclusively. **Flash** is too weak, but **Defend** is a good choice, as is **Crush**, when you get them.

Now go see Strong Heart at his hut to the southwest of the village.



On your way, search everywhere for gourds. Along the path is one that contains a Shell Hat, which is mediocre armor—besides that, it's free.

When you drop in on Strong Heart, he is so glad to see you that he gives you a new formula and offers to sell you alchemy goods. He'll also give you a save opportunity.



New Formula

Cure	Cures status ailments	2 roots and 1 oil
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Available Goods

Alchemy Seller

Water	5@30 Talons
Roots	5@60 Talons
Oil	5@60 Talons
Wax	5@80 Talons

Free Collar



☞ A true animal lover, Strong Heart even has something special for the Dog. Talk to him a couple of times as the Dog, and he gives you a leather collar.



Before you wrap up, go back to Fire Eyes' village and search the west edge of town next to the Armorer. You'll find a secret exit that leads to an area that contains three gourds and a pal of Strong Heart's.

Talk to him and get a sure-fire winner, the **Defend** formula. Then search the gourds for new items, including an extra Call Bead.

New Formula

Defend	Increases Defense	1 clay and 1 ash
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I Told You So

☞ Had you gone into this area before beating Thraxx, the center gourd would have contained a dog biscuit instead of a Call Bead.

Go to the Inn Hut and save. You are ready to go on to the Volcano.

Volcano Trouble, Mammoth Graveyard, and the Geysers

What's Important?

☞ Fight Vipers in Mammoth Graveyard.

☞ Receive Horn Spear.

☞ Learn Heal formula.

☞ Get launched from Geyser cliffs.

☞ Talk to volcano hermit.

☞ Learn Levitate formula.



Mammoth Graveyard and the Geysers



GRAVE PATH

- A. To Fire Eyes' Village
- B. To Graveyard

- 1. Armor Seller
- 2. Volcano Entrance



MAMMOTH GRAVEYARD

- A. To Grave Path
- B. To Volcano Base

Available Goods

Armor Seller

Shell Hat	300 Talons
Shell Plate	300 Talons
Mammoth Guard	350 Talons

Walkthrough of Mammoth Graveyard and the Geysers

When you set off north from the village, you must hack through vines to clear the path. The first thing you will notice in this area is that the flower monsters are noticeably tougher. That's because these aren't weak flowers; they're Carniflowers. Even the slightest mistake can be deadly around these guys.

At the north end of the map you'll see a cave mouth blocked off by a big boulder. This is the way into the volcano, but it takes some doing to get ready to move the rock. Also notice that there is another cave off to the left. Inside the cave is an armor seller, but frankly you will soon have equipment as good or better than anything he's selling.

Hack through a Carniflower next to the blocked cave to reveal a path in the upper-right corner of the area. This path leads to the Mammoth Graveyard.

This area is a right-left serpentine path that has all its direct routes blocked by mammoth skeletons. The path is also littered with Widowmakers, which are nasty little spiders with a light, poisonous attack.

The spiders aren't too deadly, but avoid getting low on energy and poisoned at the same time. You could drop before the poison wears off, or before you're able to heal yourself.

Little Experience

- ☞ Avoid the Widowmakers as much as possible. There are two reasons why. First, the spiders aren't worth much as far as experience goes. Second, you are about to get a new weapon, so don't bother practicing with the Ax.

At the top of the Mammoth Graveyard is the Skull Gate, which is your path to the Volcano.



The problem is, the Vipers have grabbed control of the gate and are challenging anyone who tries to approach them. The Viper Commander rolls down and threatens you, and then the battle begins. It's our heroes against four Vipers and their Commander.

Mini-Boss: Villainous Vipers

- ❧ Eliminate the Vipers one at a time by picking off the stragglers. But don't let yourself get caught by all four at the same time. They can inflict some serious damage real quick.
- ❧ Play the Kid in this fight. Set the Dog to fight at his highest attack level. The Dog may be slow to attack, but he can take out a Viper in two or three shots at attack level 2.
- ❧ Use **Defend** to strengthen your defense and the Dog's stats also. Cast the formula with the multiple effect to get both characters with one casting.
- ❧ Vipers have two tricks: One is that they have long tongues that let them attack from a distance. Two, they roll up into spiked balls and wheel around. While balled up, they're defensive strength is much higher.
- ❧ During the fight, the Viper Commander occasionally rolls down and crashes into the black crystal, causing a knock-back attack.



After the fight, you get a new weapon, called the Horn Spear. The Horn Spear is the best weapon available early in the game. It's stronger, it clears vines, and at attack level 2, the power-up lets you throw it for a ranged attack.

Practice, Practice, Practice

- When you get the Horn Spear, or any later spear, always practice until you level with it twice. The advantages of using the power-up are many. In fact, boss monsters who you would normally have trouble fighting are actually easy to defeat when you use this weapon.

After you get the Horn Spear, the graveyard's caretaker shows up to thank you for disposing of the Vipers. He's so thankful that he offers to heal any wounds you have.

Hands Off

- Don't let the caretaker heal you. He'll teach you the formula (so you can do it), and give you 10 oil and 10 crystal as a bonus gift.

When you pass through the gate, you encounter more than just Carniflowers.

Furthermore, he teaches you the **Heal** formula, one of the most important formulas you will learn. Then he lets you through the gate to go further north.

New Formula

Heal	Restores some lost Energy	1 water and 1 root
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VOLCANO BASE

- A.** To Mammoth Graveyard
- B.** To Swamp Maze 1

- 1.** Inn
- 2.** Essence Seller
- 3.** Raptor Cave

➔ Proper Path

Available Goods

Essence Seller

Petals	30 Talons
Fixie Dust	200 Talons
Nectar	200 Talons

This area is full of Raptors trying to punch your ticket, but this time you have the advantage.

You'll see several caves here. The one to your left is an Inn Cave; the one to your right is an alchemy seller. The rest of the caves aren't nearly as inviting.

As you go up the serpentine path, you should hunt Raptors and Carniflowers with the Horn Spear.

The next cave you'll find is a Raptor trap. When you enter, a large rock falls and traps you in the cave with a couple of Raptors. When you defeat them, you receive the Dino Skin armor. At the top of the path, you'll find a number of caves scattered among some cliffs.

You'll see a round stone pad on the ground and a clump of vines to the left of the pad. If you want to explore the caves, jump on the stone pad and you are launched onto the cliffs. The pads are actually geysers that launch you into the air.

However, to accomplish your goal you need to chop down the vines next to the pad to expose a second pad. This pad launches you onto a cliff next to a cave. Stepping into the cave sends you to another pad, and stepping on this pad shoots you to the top of the volcano.





Up in the crater of the volcano is a really odd hermit making volcano wine. He tells you that you need the **Levitate** formula to remove the rock that blocks the volcano's entrance. It's a cool formula, but it requires an alchemy component you've never seen—a Mud Pepper. The swamp to the east of the volcano is a good place to seek one. This guy is so cool he'll even sell you stuff and let you save before you jump back to the ground below.

New Formula

Levitate	Lifts round rocks	1 water and 1 Mud Pepper
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Available Goods

Alchemy Seller

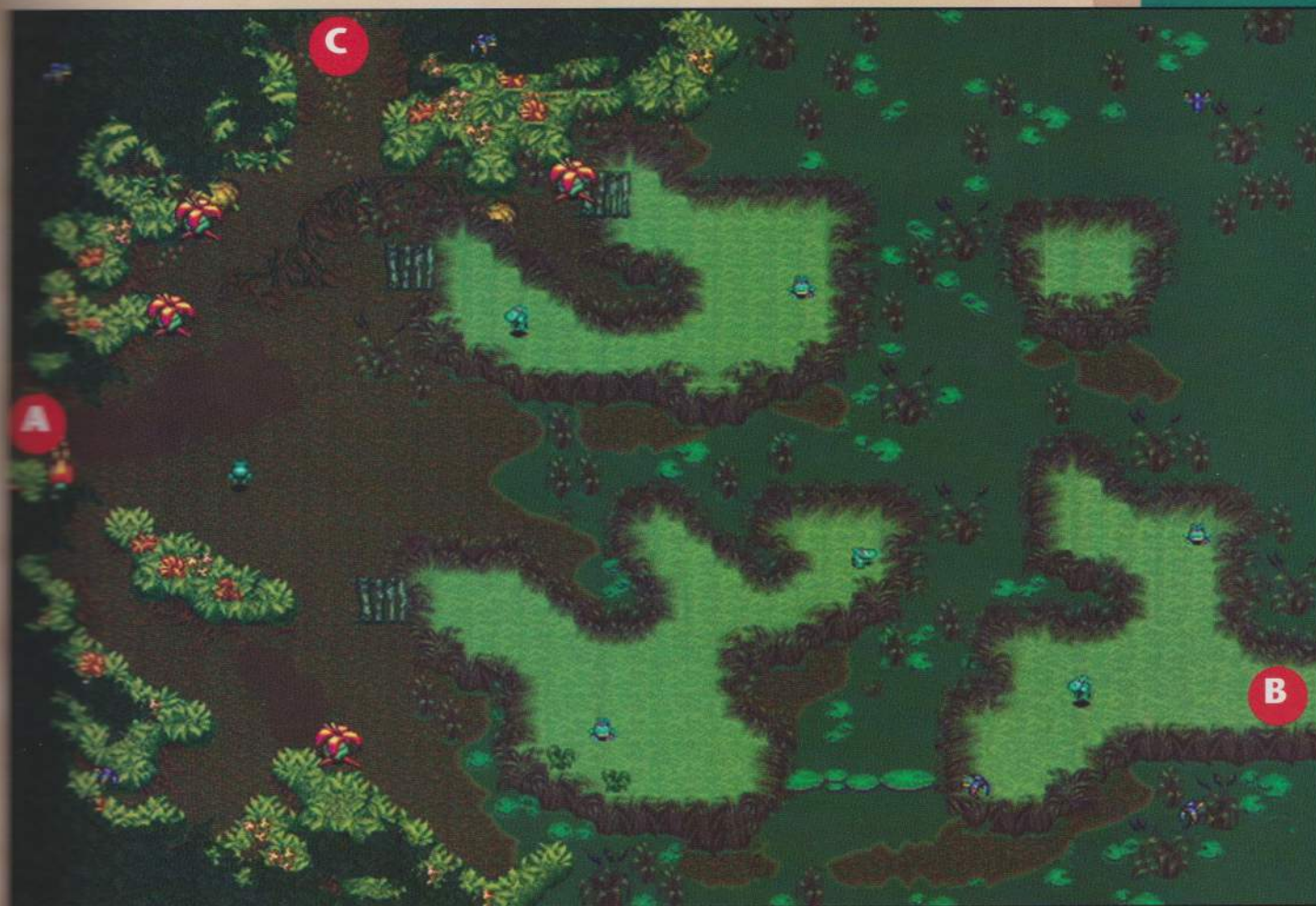
Water	5@40 Talons
Wax	5@50 Talons
Clay	5@30 Talons
Ash	5@50 Talons

Ending This Area

When you hit the ground, go to the Goods Dealer. Outside his cave, you'll find a vine-covered path which leads to the Frippo Swamp.

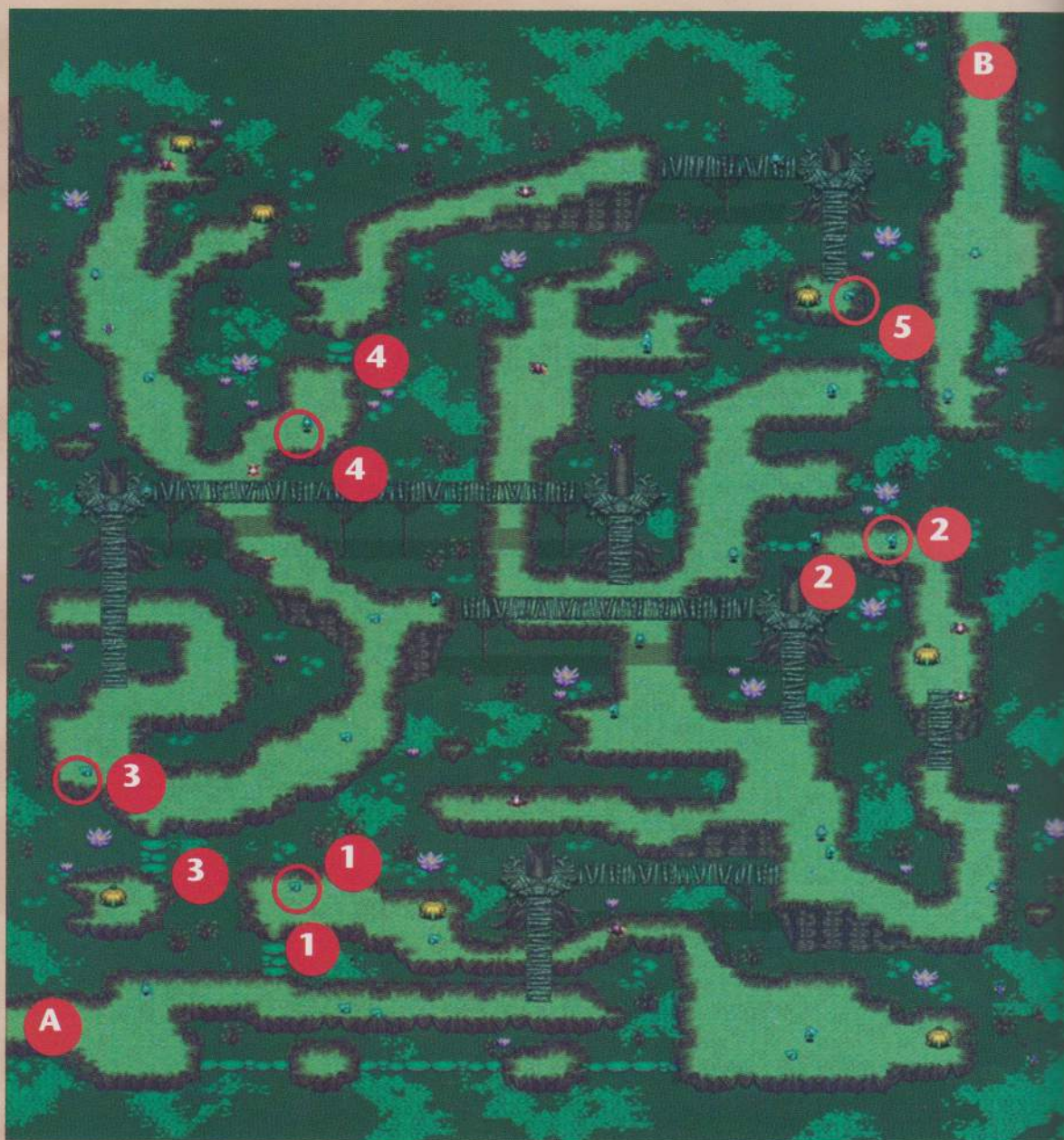


The Frippo Swamp and Blimp



FRIPPO SWAMP 1

- A. To Volcano Base
- B. To Frippo Swamp 2
- C. To Fire Pit



FRIPPO SWAMP #2

- A.** To Frippo Swamp
- B.** To Blimp's Hut

- 1.** Frippo/Lilly Pad Combination 1
- 2.** Frippo/Lilly Pad Combination 2
- 3.** Frippo/Lilly Pad Combination 3
- 4.** Frippo/Lilly Pad Combination 4
- 5.** Frippo/Lilly Pad Combination 5

What's Important?

- ☞ Destroy certain Frippos to reveal hidden paths.
- ☞ Find Blimp's hut.
- ☞ Fight the Salabog.
- ☞ Receive Mud Pepper.

Walkthrough of the Frippo Swamp

Frippos may not seem like much of a threat to you, but it's important that you eliminate them whenever you see them. Killing certain Frippos reveals lilly pad paths, which provide access to areas that you previously couldn't reach. The map shows you what paths open after certain Frippos are killed.

If you don't see it, pop the nearest Frippo; it'll show up. As you step onto it, the next pad appears, and so on, to the island and a new swamp area.

There is no reason to mess around in this area except to search for alchemy goods or to reach gourds.



Call Beads

- ❦ In the Frippo Swamp maze #1 you'll find a bunch of Call Beads in a gourd. As soon as you reach Blimp's hut, he asks you to fight the Salabog. The Salabog rises from the depths of the swamp and attacks.



Boss: Salabog

- ❦ Salabog has two attacks: a fire-breathing attack that produces Wisps, and a lunging attack. He always uses the fire-breathing attack when coming out of the water. However, he only uses the lunging attack when you are directly in front of him. Neither attack travels much further than the bridge. Stay back and you should be safe from everything but the Wisps.
- ❦ Wisps are annoying monsters that float around and try to keep you from crossing bridges to get to the Salabog. The Salabog tries to keep out of reach until you can be attacked, but this is no serious problem if you use the spear.
- ❦ Play as the Kid in this one and set the Dog on level 1 attack so that he goes after the Wisps pretty often.
- ❦ Use the Horn Spear for this fight. The Salabog is just not that tough if you sit back and let the Dog destroy the Wisps while you power-up your spear.
- ❦ Stay at the south end of the islands until you are powered-up to attack. Take advantage of your long-range weapon.
- ❦ Each time the Salabog takes damage, or after a few seconds of menacing you, he'll duck back underwater and come up somewhere else. Use this time to help kill Wisps and to run to the center island and start your next power-up before the boss comes up to fight.
- ❦ Use **Defend** and **Heal** as often as needed in this fight, and keep the Dog in the battle at all times. The practice will only help strengthen the formulas, and the Dog keeps the Wisps to a manageable number while you crush the Salabog.



When you finish the Salabog off, Blimp comes back out of his hut and invites you in to say thanks.

Blimp is very grateful that you have finished off the Salabog. When you're inside the hut, Blimp gives you a Mud Pepper. He also lets you rest and save.



Only One?

 Blimp only gives you one Mud Pepper at a time. Fortunately, there are plenty more in the Lava Caves. But if you want to be safe, lift the rock, run back to Blimp, and he'll give you another one.

Ending This Area

Now nothing can stop you from getting into the volcano. Head back to the sealed cave, Mud Pepper in hand.



The Lava Caves



VOLCANO MAZE

- A.** To Volcano Entrance
- B.** To Volcano Caves
- C.** To Volcano Caves
- D.** To Water Pipe Maze

- 1.** Boulder 1
- 2.** Mud Pepper 1
- 3.** Boulder 2
- 4.** Mud Pepper 2
- 5.** Boulder 3
- 6.** Mud Pepper 3
- 7.** Pushable Boulders



VOLCANO CAVES

- A. Volcano Entrance
- B. To Volcano Maze 1
- C. To Volcano Maze 1
- D. To Volcano Maze 1 Ledge

- 1. Secret Room
- 2. Alchemist

What's Important?

- ☞ Use **Levitate** formula to move boulder.
- ☞ Find additional Mud Peppers and move boulders.
- ☞ Find hidden alchemist.
- ☞ Learn **Speed** formula.
- ☞ Fight Viper Commander.
- ☞ Enter Water Pipe maze.
- ☞ Unlock gate.
- ☞ Meet Fire Eyes' evil twin.
- ☞ Fight Magmar.

Walkthrough of The Lava Caves

The Lava Caves are home to the vicious Viper clan. Be prepared for some intense combat.

When you first enter the caves, look for a pile of bones on the left. Push against the wall next to the bones, and you'll find a hidden gourd with a Call Bead inside. Continue into the cave and you'll see another large boulder blocking your way. To move this boulder, you'll need to get another Mud Pepper—fortunately, there's another one close by. The gourd is located on the island directly in front of you. To reach it follow the path left and it leads you to the much-needed Mud Pepper. Use the **Levitate** formula from the island and the boulder will create a path across the lava, which will save you a lot of walking.

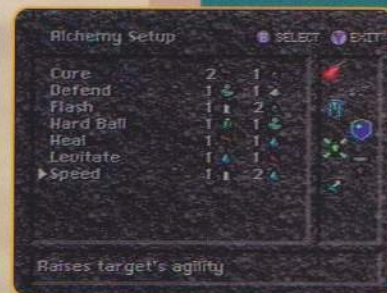
Unfortunately, you don't go much further before you notice another cave blocked by another boulder. However, this Mud Pepper isn't as easy to get. Head right up the cliffs until you reach the boulder sitting on the edge of the cliff. Push the boulder off the edge and it creates a stone path that you can use to reach the other gourd. From this position, you can see another boulder on a cliff directly across the lava. Scale this cliff and push the other boulder off as well. Now you can reach the gourd that you saw from the first cliff, and obtain the second Mud Pepper. Use this Mud Pepper to move the second boulder you found. Pass through the caves, and you'll find yourself staring at a third boulder—but there's no Mud Pepper to be found. Walk up the cliff to the right of the boulder until you find another boulder sitting near the cliff. Push this boulder into the lava and it forms another path. Head across the path and up the cliff on the other side, which takes you to a cave.

Through the gate are a series of caves. These caves wrap around the maze you were just in. The caves eventually lead back to the bridge you came under on the way in and lead you to the Viper Commander. But first, find the hidden alchemist in this maze.

New Formula

Speed Increases agility 1 wax and 2 water

When you first enter the cave, take the first path to the left and then go down until you reach a dead end. To the right is a hidden alcove with an alchemist inside. Speak to him and he'll give you the **Speed** formula and a chance to save. You will notice a second entrance near the area where you first came in. Wind your way through the caves until you come out here, which puts you on a cliff back in the main maze. The Viper Commander is waiting for you here. Fortunately, he's carrying a Mud Pepper.

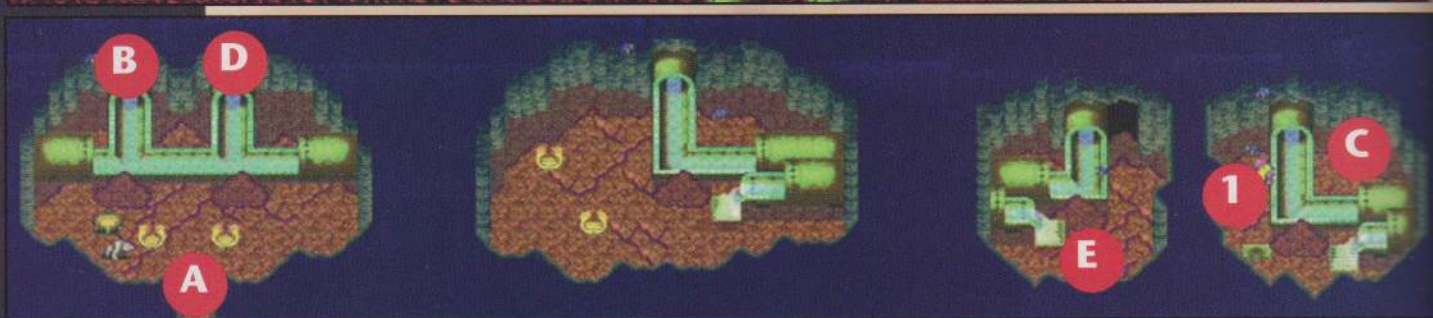
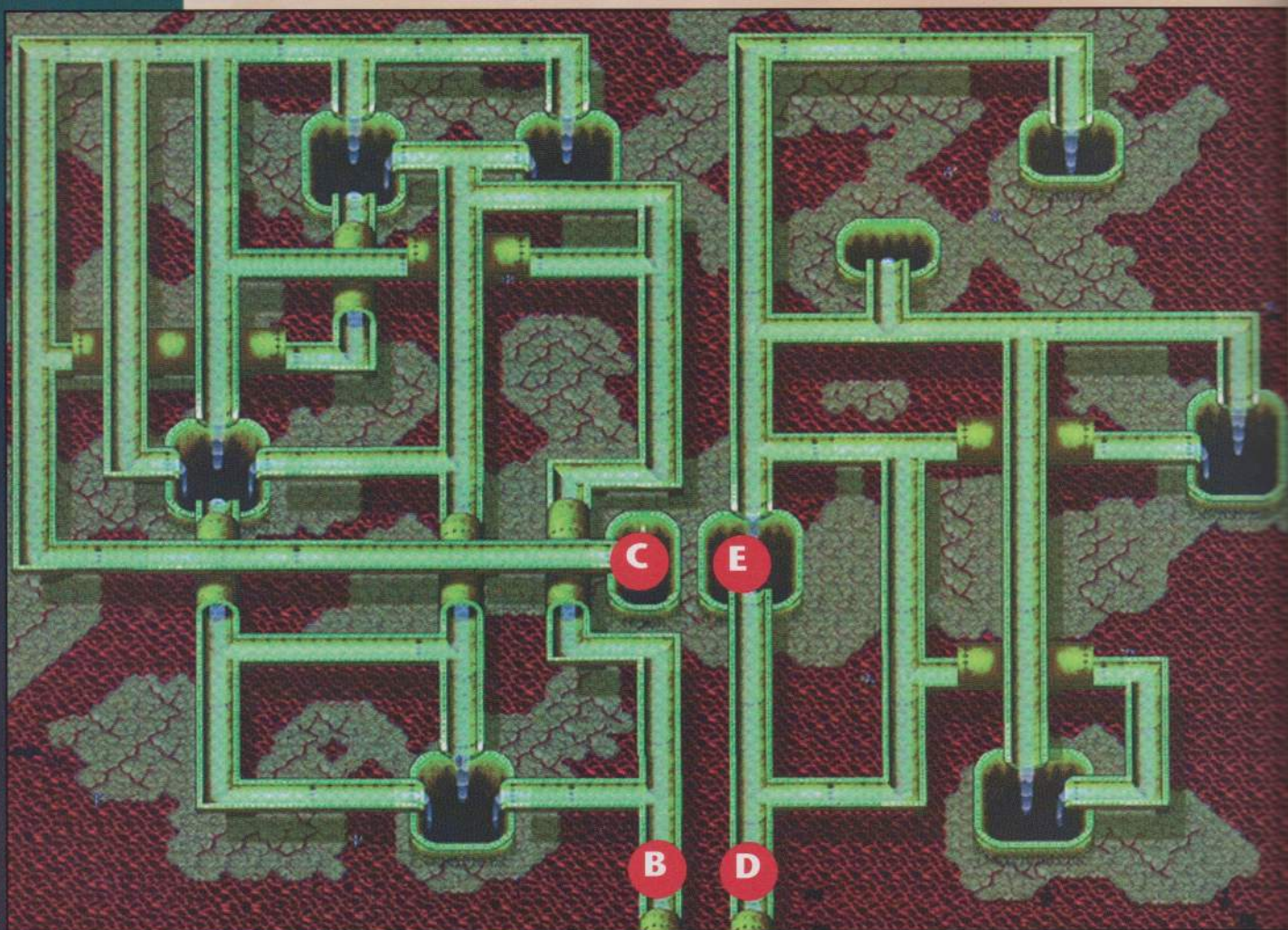


Mini-Boss: Viper Commander

- ❖ Fight this guy aggressively. He'll roll around the hole in the middle of the arena in an attempt to run you down. If you chase him while you power-up, you can hit him fairly easily.
- ❖ If you leave the area and then reenter, the Viper Commander will reappear after you've defeated him. Go back and fight him a couple more times to get extra Mud Peppers.

With this last Mud Pepper, head back into the caves and go save at the alchemist. After you've saved, return to the first Lava maze and the remaining unblocked cave. Levitate the boulder out of the way and head into the cave above. This puts you in a strange cave of Water Pipes.

The Water Pipes



WATER PIPE MAZE

- A.** To Volcano Maze 1
- B.** Left Maze Entrance
- C.** Switch Room
- D.** Right Maze Entrance
- E.** Door Room

- 1.** Friendly Viper (Save Point)

Walkthrough of the Water Pipes Maze

The flowing water in the Water Pipes maze leads to different rooms. There are only two rooms that you need to find. The other rooms contain either enemies, gourds, or both.

Your first objective is to find the room with a pressure plate in the floor. To get there take the left tube from your starting point. The pit you need has a single light above it—in fact, it's the only pit with a light. Wind your way through the maze until you fall into it. You'll see a pressure plate on the floor. Stepping on the pressure plate opens a gate in another room.



Fighting the Current

☞ If you miss one of your junctions, turn and run into the current. You can gradually make your way back to the junction, but it requires a lot of effort.

After you've done this, hop back in the pipe and it will take you back to the starting point. This time take the right pipe and it takes you straight to the next pit that you need to go to. When you drop in, you'll see the open gate. Walk in and you'll come face-to-face with Fire Eyes' evil twin.

A Friendly Viper?

☞ If you decide to explore this maze, attack any purple Vipers you find. One of them is sympathetic to you and lets you save.



The boss fight arena is a floor of pipes leading to a spider-like machine sitting out in the lava. You meet Fire Eyes' evil twin, the local villain. But she's way too smart to fight you directly. She sends in her "pet rock" Magmar to kick you around. Magmar is quite tough, and is deadly accurate with his autofire attack. But he can be taken down.



Boss: Magmar



- ❧ Magmar has an autofire energy attack that can do 70 points of damage in one shot. So keep your energy up over 75, even if it means running away and pulling out some nectar.
- ❧ Keep the Dog at maximum attack level in this fight. He'll do way more damage than the Kid can, even with a power-up.
- ❧ Play the Kid and keep casting formulas on yourself and the Dog. More importantly, look out for Magmar firing straight up. The balls come down and do serious damage if you don't dodge.
- ❧ There is nothing you can do about Magmar's surprise autofire attack or about his casting Heat Wave at you. There's nothing you can do except heal the damage and then go pound him into dust.



Ending This Area

You may put away the evil twin's beastie, but she's far from defeated. She blows up the volcano, and the eruption sends you into the next kingdom.

You are treated to an aerial view of Prehistoria. When the ride is over, you wash ashore—without your Dog—in front of a Pirate Ship village. This begins the next land, Antiqua, and your next area.



Antiqua



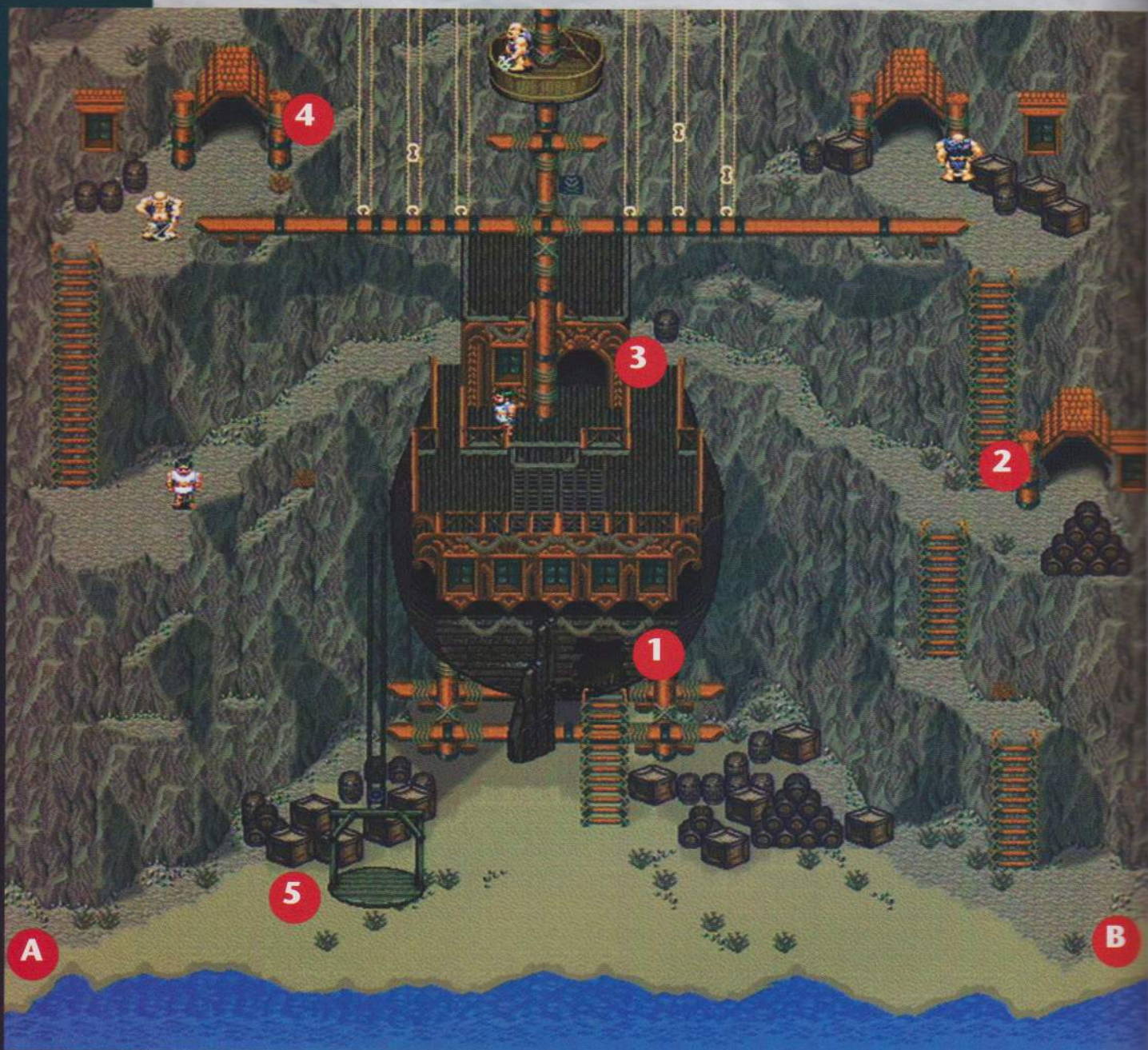
Crustacia, the Desert of Doom, and Nobilia

What's Important?

- ☞ Explore Crustacia.
- ☞ Reunite with Blimp.
- ☞ Learn **Crush** formula.
- ☞ Cross the Desert of Doom.
- ☞ Trade at Nobilia's market.
- ☞ Reunite with your Dog.
- ☞ Fight Vigor.
- ☞ Receive Gladiator Sword.
- ☞ Talk to Tiny.
- ☞ Return to Crustacia.
- ☞ Take the Trolley to Right Bank.



Crustacia



CRUSTACIA

- A.** To Right Bank
- B.** To Blimp's Plateau

- 1.** Pirate Bar
- 2.** Essence Seller
- 3.** Armor Seller
- 4.** Inn
- 5.** Lift

Available Goods

Essence Seller

Essence	25 Jewels
Nectar	35 Jewels
Dog Biscuits	40 Jewels

Armor Seller

Bronze Helmet	450 Jewels
Bronze Armor	500 Jewels
Serpent Bracer	450 Jewels
Spiked Collar	450 Jewels

Walkthrough of Crustacia

Crustacia is a town full of pirates and drifters that's built around a grounded pirate ship. There are lots of items for sale, and there's a bar inside the hull of the ship. Talk to the locals and they'll let you know what's going on. It seems there's a big fuss concerning a treasure somewhere on the west bank of the river. It appears the ruler of Nobilia, a nearby city, has offered a substantial reward to anyone who can bring him the treasure. Stock up on supplies and head to Nobilia.

Your Money's No Good Here!

 The people of Crustacia use a different type of currency than the people of Prehistoria, from where you just came. Talk to the armor seller and he'll exchange your Talons for Jewels at a 2 for 1 ratio.





To the west is an area called Right Bank. A bridge, half of which is missing, spans the river—obviously, you won't be able to go that way yet. To the east you'll find a series of caves that lead to the Desert of Doom. Watch out for Mad Monks and the Pirates. Mad Monks are tough to hit and have the ability to Confound their opponents; however, the Pirates are just plain mean.

When you've had enough fighting, go into the top cave or you can just walk off the edge of the chasm. Either way, you meet your old buddy, Blimp.



He's glad to see you and asks about your Dog. The Dog suddenly appears out of a fountain in a Roman-style city. The Dog now looks like a sleek Anubis. You can wander around as the Dog and see the palace grounds, but you can't go anywhere else except inside the palace.

As you wander, you overhear the conversation between the city's leader and Pompolonius. You find out that the leader of the city is a power-hungry, evil man.



The story returns to the Kid. Blimp has a heavy-duty formula for you called **Crush**. He also has alchemy goods for sale and allows you to save.



New Formula

Crush	Does lots of damage	1 wax and 1 limestone
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Alchemy Seller

Limestone	5@120 Jewels
Bone	5@120 Jewels
Water	5@40 Jewels
Crystal	5@80 Jewels
Ash	5@60 Jewels
Wax	5@60 Jewels
Oil	5@60 Jewels
Mud Pepper	5@300 Jewels

He builds a bridge across the chasm so you can continue to Nobilia. Load up on wax and limestone for Crush, and get at least one mud pepper and water because you'll need the Levitate formula in a little while. Buy what you want, but don't spend all your money here. You'll need plenty of Jewels when you get to Nobilia.

When you enter the desert, you see a skeleton pirate sitting in a rowboat. He's more than happy to take you across the desert. However, you don't have what he wants, so you have to hoof it.

As you cross the Desert of Doom, the heat will slowly drain your energy. Fortunately, there are plenty of oases scattered throughout the desert. Stopping at an oasis will completely restore your energy.

Bolt to the north as fast as you can, using your Jaguar Speed to dodge the Sand Spiders and Tumbleweeds. It's a long haul to Nobilia, so don't get discouraged. As long as you continue north, you'll get there. The gateway is just around the left end of the wall.



Crush 'Em

 If you feel brave and can set up near the first oasis, practice with **Crush** on the desert beasts until you go up a level. You may need the extra damage in the next big fight.

 If you do practice with **Crush**, go back to Blimp and buy more limestone and wax before you head to Nobilia.

New Formula

Sting	Small damage to enemy	2 Water & 1 Vinegar
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Search the desert to find a man who will give you the Sting formula. A good starting point is the oasis to the right of the first oasis. Warning: This is very difficult to find.

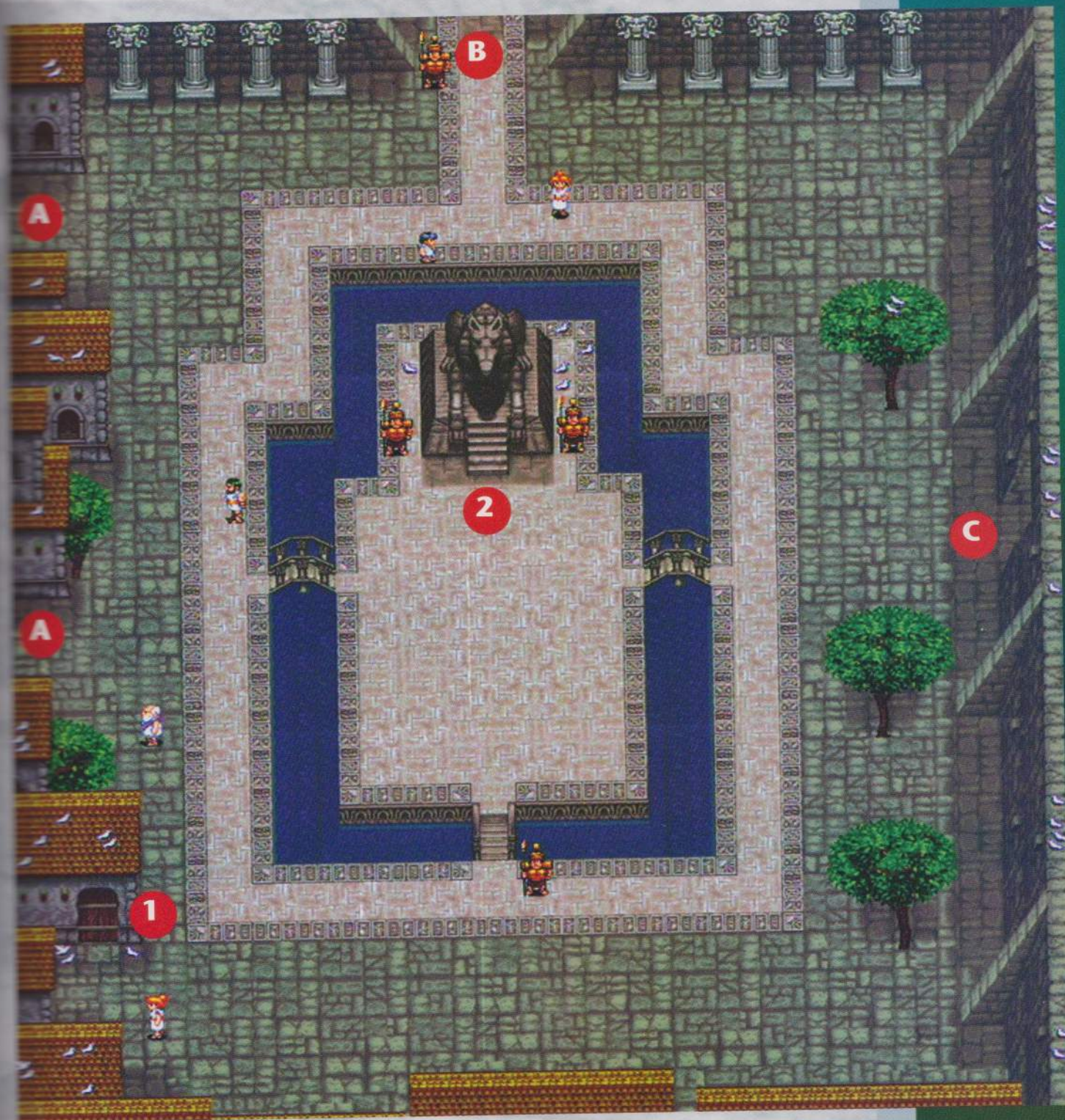


Nobilia



NOBILIA

- | | |
|-------------------------------------|--|
| A. To The Desert of Doom | 15. Inn |
| B. To The City Square | 16. Perfumes |
| C. To The Colosseum Entrance | 17. Spice |
| 1. Souvenir Spoon | 18. Chicken |
| 2. Spice | 19. Currency Exchange |
| 3. Rice | 20. Beads |
| 4. Fish | 21. Beads |
| 5. Rice | 22. Ruby Heart |
| 6. Spice/Magic Gourd | 23. Obsidian Helm/Centurion Helm |
| 7. Golden Jackal | 24. Jeweled Scarab |
| 8. Amulet of Annihilation | 25. Limestone Tablets |
| 9. Stone Vest/Centurion Disk | 26. Jade Disk |
| 10. Armor Polish | 27. Warehouse Emporium |
| 11. Ceramic Pots | 28. Sun Stone |
| 12. Rice | 29. Moxa Stick |
| 13. Beads | 30. Appraiser |
| 14. Tapestry | 31. Silver Sheath |
| | 32. Bronze Gauntlet/Gauntlets of Ra |



CITY SQUARE

- A. To Marketplace
- B. To Palace
- C. To Fire Pit

- 1. Warehouse Emporium
- 2. Dog Statue



COLOSSEUM ENTRANCE

- A.** To Marketplace
- B.** Colosseum Gate

Walkthrough of Nobilia

You will enter Nobilia by stepping into a bustling Marketplace full of people buying and selling a confusing mess of trade goods.

At first glance, this appears to be useless because nobody uses money for trade—it's all rice and chickens and pots and spice. Worse, the second or third person you talk to will tell you that the Market closes in 15 minutes for a big meeting with the town leader.

Do not panic! If you hurry to the north end of the Market and buy Rice (with Jewels) and Spice (with Rice), then go back by where you came in and buy Beads (with Rice and Jewels). Then run over to the Chicken Seller (with Spice and Rice); you can now buy the Obsidian Helm from the Helmet Seller, and the Jade Disk from the Artifact Seller.



It is possible that you could buy other cool stuff in such a short period of time, but the Jade Disk and the Artifact Seller are a hot combo.

Beware! Beware!

- ☞ If you have the time, talk to the Philosopher by the city gate. After a bunch of loony pronouncements, he'll say something about being struck down by the powers that be.
- ☞ You can either turn him into a chicken, a goat, or a basket. Resist the temptation, and press Y to end the discussion. He'll give you a piece of armor for saving him from such a bizarre fate.

Go to the Inn to the right of the Tapestry Seller and save. Now it's time to face the peril.

Free Money

- ☞ When everyone has left for the big meeting, search for a basket between the spice and rice dealers. Inside you'll find 500 Jewels.



Now it's time to join the rally near the Statue of the Sacred Dog. The Leader says the Dog will select the next challenger to fight Vigor the Invincible, the town's champion gladiator.

Because the Dog is your Dog, he comes toward you, and thus the decision is made. You will be the one to fight Vigor.

You are led away by Tiny to a ready room just outside the Arena. Search the urns and corners of this room; you will find a Stone Vest and some alchemy ingredients that should help you in the battle.

Walk through the wall on the right side of the holding area. You will find a hidden passage to a chamber full of pots of cool items. Equip yourself with your new armor, and anything you bought in the Marketplace, then go out the top door to begin the fight.





Upon entering the arena, you get your first look at Vigor the Gladiator, who rides in a spiked chariot. Vigor will be a tough opponent, and to make matters worse the crowd is against you also.



Boss: Vigor

- ❦ As soon as the fight begins, you need to get out of the way because Vigor will try to run you down.
- ❦ Vigor has three different attacks: He tries to impale you on his chariot; he throws Tridents at you; and he throws a bolo.
- ❦ While Vigor is chasing you, run straight away from him. If he stops and throws a weapon at you, curl around him and throw a spear in his back.
- ❦ Use **Crush** formula if physical attacks aren't getting the job done. You can use your previous attack formulas (**Flash** or **Hard Ball**) if they are level 4 or higher, but **Crush** is the best choice—especially if you are already level 1 with **Crush** (from Desert practice).
- ❦ Follow up each attack formula by rushing him with a spear. Vigor will be knocked back and stunned for a moment and you might get in a good poke, but avoid standing directly in front of or behind him. He'll run you over if you miss.
- ❦ Don't let your energy get below about 50. The bad luck combo of a Javelin and the crowd can do that much damage in a heartbeat.
- ❦ When Vigor faces the crowd and flexes, run for it! That's the clue that the crowd is about to unload a bunch of rotten vegetables on you.



When you have defeated Vigor, you receive a new weapon, the Gladiator's Sword. Pompolonious then tells you about the treasure on the other side of the river and hints that it might be your way back to Podunk.

Available Goods

Essence Seller:

Essence	30 Jewels
Honey	300 Jewels
Nectar	40 Jewels
Pixie Dust	125 Jewels
Wings	50 Jewels
Dog Biscuits	40 Jewels

Now that the battle against Vigor is over, you are free to wander Nobilia's marketplace. Do some trading with the locals and walk away with as many items as you can.

Hey, Wimp!

- When you first enter the warehouse emporium, you'll see a Sand Spider run behind some crates. Follow the spider and you'll bump into a sailor. After insulting your physique, he gives you the **Atlas** formula.
- To use the **Atlas** formula, you need an **Atlas** medallion. At this point in the game, the sailor is the only one who sells the medallions—and they're not cheap! It's 100 Jewels, plus 50 Jewels for each additional medallion you purchase. (For example, the first medallion is 100 Jewels, the second is 150 Jewels, and the third is 200 Jewels.) You can only buy three at a time.

New Formula

Atlas super-strong/3 shots 1 Atlas Medal and 1 Ash

Behind the marketplace, you'll see a large boulder on the ground. Use your **Levitate** formula to lift the boulder into the air. Tiny will appear and tell you that's not the real way to throw a boulder. He says he'll show you the real way to throw a boulder if you'll give him a Tapestry.



Available Goods

Trade Goods

<i>Goods</i>	<i>Costs</i>
Annihilation Amulet	Variable
Beads (21)	1 Rice and 3 Jewels each
Beads (20)	10 Jewels each
Beads (13)	12 Jewels each
Chickens	1 Spice and 2 Rice each
Fish	30 Jewels each
Limestone Tablets	4 Spice and 2 Beads each
Perfume	3 Spice each
Pots	2 Rice each
Rice (3)	3 Jewels each
Rice (5)	6 Jewels each
Rice (12)	9 Jewels each
Souvenir Spoon	2 Spice
Spice (2)	4 Rice or 4 Pots each
Spice (17)	2 Beads or 3 Pots each
Spice (6)	20 Jewels each
Tapestry	3 Beads Each

Charm Goods

<i>Goods</i>	<i>Costs</i>
Magic Gourd	Chocobo Egg
Jeweled Scarab	1 Spice and 2 Perfume
Armor Polish	1 Silver Sheath
Sun Stone	1 Limestone Tablet and 5 Rice

<i>Goods</i>	<i>Costs</i>
Moxa Stick	2 Chickens, 1 Jeweled Scarab, and 12 Spice
Silver Sheath	1 Sun Stone or 1 Golden Jackal and 10 Spice
Ruby Heart	1 Moxa Stick or 1 Tapestry, 1 Jeweled Scarab, and 1 Limestone Tablet
Jade Disk	3 Chickens and 3 Beads

Armor

<i>Goods</i>	<i>Costs</i>
Stone Vest	1 Jeweled Scarab
Centurion Cape	1 Jade Disk
Obsidian Helm	10 Spice
Centurion Helm	10 Spice and 1 Golden Jackal
Bronze Gauntlets	1 Souvenir Spoon and 2 Tapestries
Gauntlets of Ra	1 Moxa Stick

You can make Jewels by selling items that you've traded for to the appraiser. Use the chart below to help you make the best deals.

Goods = Item

A.V. = Actual Value

A.C. = Actual Cost

Route = Best Prices by Trade

<i>Goods</i>	<i>A.V.</i>	<i>A.C.</i>	<i>Route</i>
Annihilation Amulet	10	1-90	Rice (3)
Armor Polish	160	75	Silver Sheath (10)
Beads	8	6	Rice (3)/Beads (21)
Chickens	8	18	Rice (3)/Spice (2)

<i>Goods</i>	<i>A.V.</i>	<i>A.C.</i>	<i>Route</i>
Chocobo Egg	80	6	Pots (11)
Golden Jackal	28	36	Chickens (18)
Jade Disk	180	72	Rice (3)/Beads (21)
Jeweled Scarab	24	84	Rice (3)/Spice (2)
Limestone Tablet	12	60	Spice (2)/Beads (21)
Moxa Stick	260	264	Spice (2)
Perfume	16	36	Rice (3)/Spice (2)
Pots	8	6	Rice (3)
Rice	4	3	Rice (3)
Ruby Heart	200	162	Tapestry (14)/Scarab (24)/Tablet (25)
Silver Sheath	160	75	Sun Stone (28)
Souvenir Spoon	12	24	Rice (3)/Spice (2)
Spice	8	12	Rice (3)/Spice (2)
Sun Stone	200	75	Rice (3)/Spice (2)/Beads (21)
Tapestries	11	18	Rice (3)/Beads (21)

Spending Time in the Marketplace



- ❧ As long as you have more than 40 Jewels when you enter the Marketplace, you can make money by buying Rice1, trading Rice for Pots, and then selling Pots to the appraiser. Anytime you sell more than 3 Pots, you make money, but do it in a group of 80 or 90 Pots.
- ❧ Buying Pots and Limestone Tablets is a better deal than you would think, because you can find items in Pots (like Jewels) and messages on the Tablets. Buying Pots is a way to find the Chocobo Egg.
- ❧ Buy an extra Tapestry, go out to the area near the statue, and get Tiny to lift the rock by Levitating it. He'll do it for a Tapestry.

-  Rumor has it that the Magic Gourd is a fake. The Chocobo Egg will increase your life points. If you keep the Egg, take a nap in the Inn or stop by the Fish Seller and snack until your energy is at full hit points.
-  Don't be shy about trading away the Moxa Stick, Jade Disk, Sun Stone, or even the Chocobo Egg. If you're in desperate need of Jewels, you'll get a chance to purchase these items later in the game.
-  Besides bribing the Ghost Boatman, Amulets of Annihilation will be useful trade goods in the future. To get a real deal on them, say no to the 30 Rice price until he offers them at 3 Amulets for 1 Rice. Buy as many as you can. He won't sell any more to you after this indignity, but you have plenty for future needs.



Ending This Area

When you are finished playing capitalist in the marketplace, explore the rest of the city just to see it all. Then head back to Crustacia across the Desert.

When you reach Blimp's new cave, notice the position of the rock that Tiny threw. Don't forget to restock on alchemy goods from Blimp before you press on.

Check around Crustacia for new clues and rumors. Then go to the broken bridge on the Right Bank, which is west of Crustacia. The Dog can leap across the bridge, evade, or pop the bad guys, and recover the Trolley.

Now you both can go across on the Trolley. When you are finished exploring this area, go west to find Horace's camp.



Horace, Madronius, and The Great Pyramid

ANCIENT PATH

- A.** To Right Bank
- B.** To Horace's camp
- C.** To The Great Pyramid
- D.** To Hall of Collasia
- 1.** Hidden Bridge



- A.** To Ancient Path
- 1.** Horace
- 2.** Madronius
- 3.** Inn/Save point



What's Important?

- Find Horace's camp.
- Speak to Horace.
- Speak to Madronius the alchemist.
- Learn **Revealer** formula from Madronius.
- Travel to The Great Pyramid.
- Send Dog into control room.
- Explore The Great Pyramid.
- Find and fight the Sons of Anhur.
- Acquire the Bronze Ax.
- Rejoin with the Dog.
- Fight Rimsala.
- Get first Diamond Eye.
- Return to Horace's camp.
- Speak with Madronius.
- Learn **Escape** formula.
- Break into river cave.
- Learn **Drain** formula from alchemist.
- Head toward Hall of Collasia.

Walkthrough of Horace's Camp

Available Goods

Alchemy Goods

<i>Items</i>	<i>Cost</i>
Ash	5@60 Jewels
Wax	5@50 Jewels

<i>Items</i>	<i>Cost</i>
Vinegar	5@100 Jewels
Brimstone	5@180 Jewels
Root	5@50 Jewels
Oil	5@60 Jewels



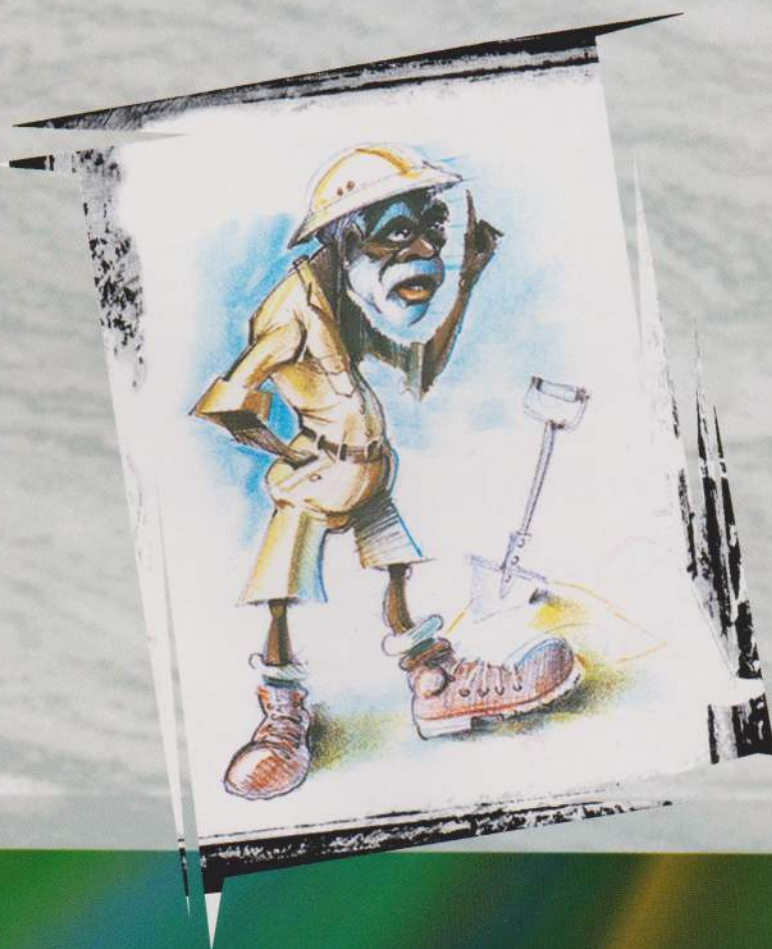
Across a plank bridge on the little river is the camp of Horace Highwater, the former curator of the Podunk Natural History Museum.

He is the inventor of this ancient world, and he has been trapped here since the experiment went wrong. He tells you that he, Professor Ruffleburg, Elizabeth, and Miss Bluegarden, the librarian, were all at the experiment. He also tells you that the new leader of Nobilia is a sneaky and devious schemer whom no one has seen.



When you tell him that you are on a quest to recover the Diamond Eyes of the dog statue, Horace tells you that this is some sort of plot and orders you to bring the Eyes to him. Horace advises you that the Eyes are hidden in the Hall of Collasia and The Great Pyramid. They have dug pits to make it difficult to reach the Eyes' hiding places.

Fortunately, Madronius has a new formula that reveals the secret paths across the pits. Horace also gives you call beads so you can call him in for a fight, just like Fire Eyes.



New Formula

Revealer Reveals pit paths. 2 ash and 1 wax

Horace's Call Spells

Time Warp Enemy takes back last blow.

First Aid Super Heal spell.

Confound Confuses target enemy for a short time.

Madronius tells you that his brother has a hiding place inside the Greek Temple of Collasia, and that he will certainly help you when you find him. Also, Madronius advises you that the walls of Collasia contain hidden passageways. There is also a nice lady in the camp who lets you rest and save. You should now head to The Great Pyramid.

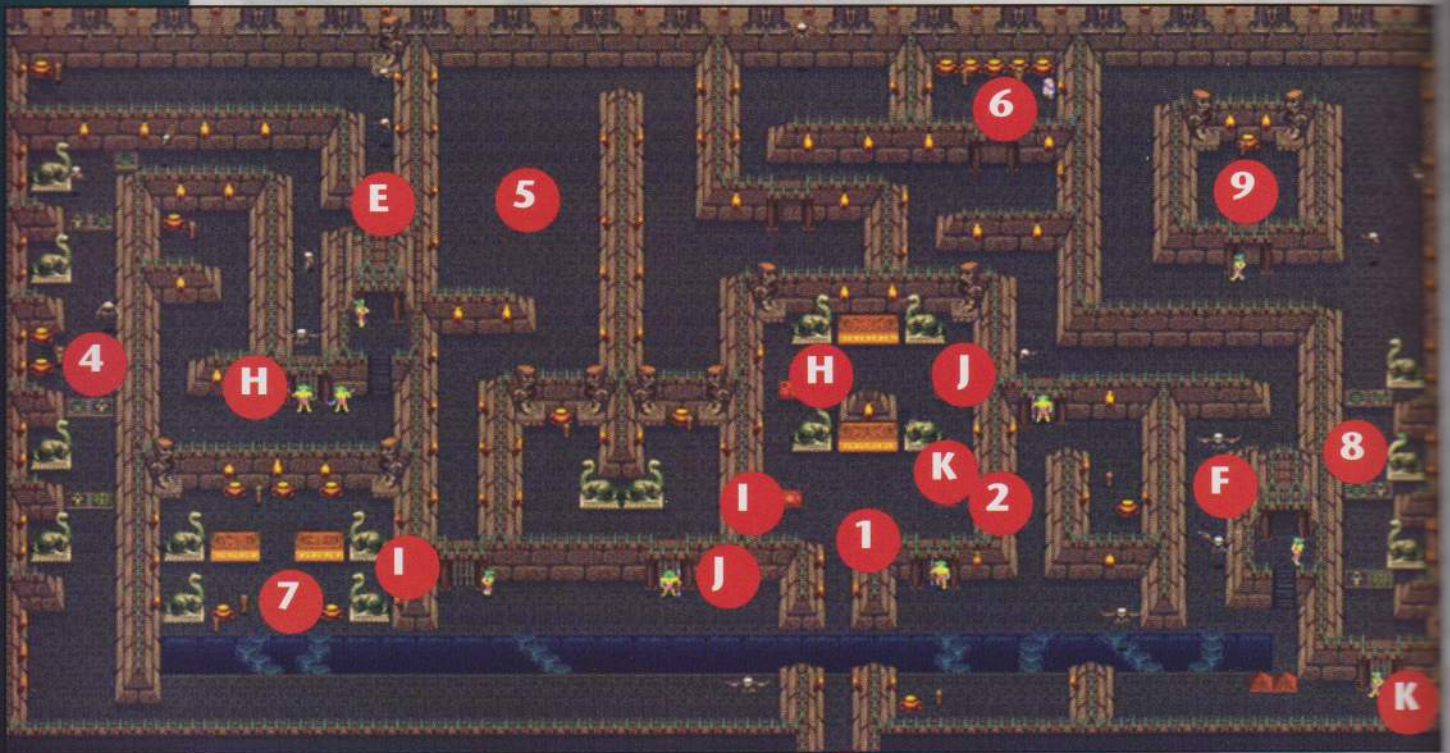
Reveal Yourself

🔗 Buy lots of the components for your formulas, including at least 10 uses of **Revealer**. You'll need most of them.

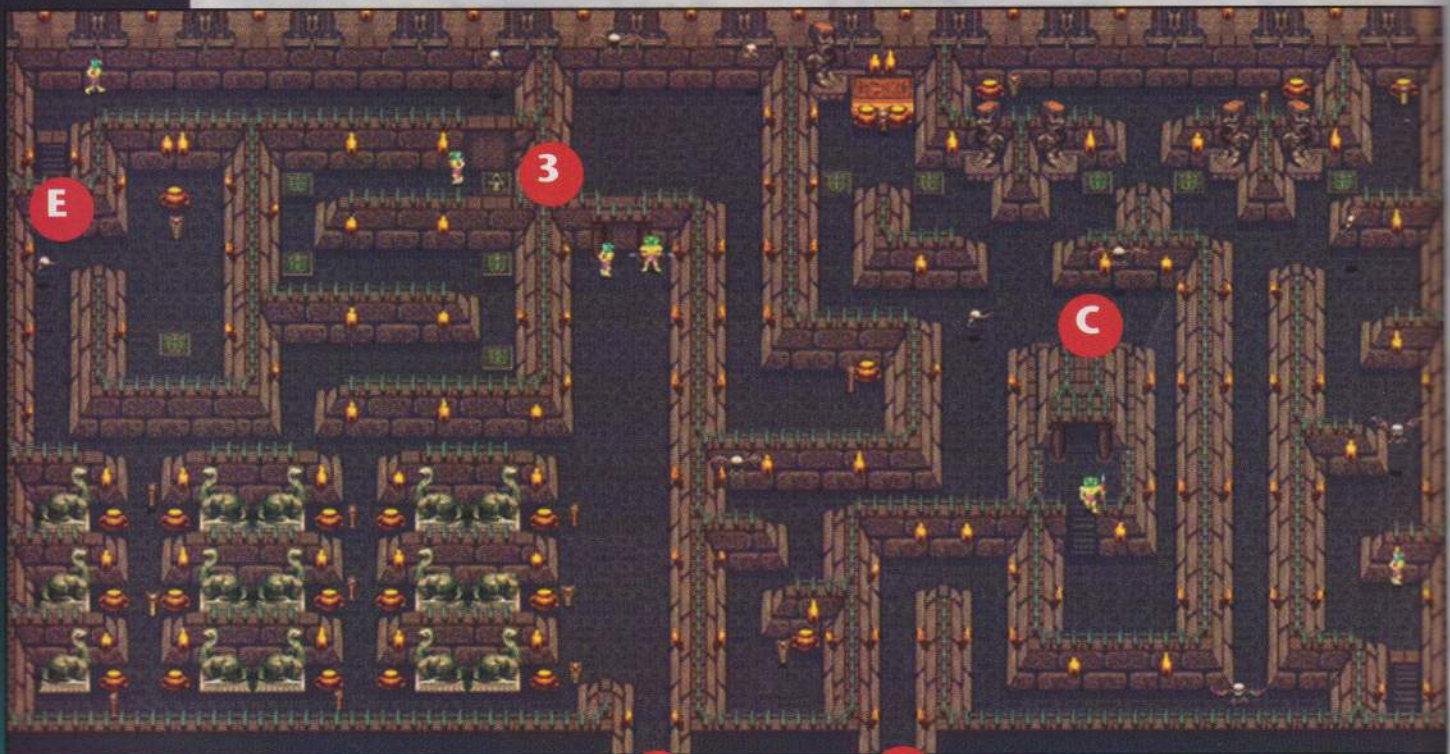
🔗 Although you can go to either place from here, go to The Great Pyramid first. The new weapon you get in The Great Pyramid is helpful and allows you to do some extra exploring on the way to and inside Collasia.



Walkthrough of The Great Pyramid



A



D

B



PYRAMID

- | | |
|---|-------------------------------------|
| A. Dog's Entrance | 1. Control Room |
| B. Kid's Entrance | 2. Cat City |
| C. Stairway #1 | 3. Ankh Pressure Plate |
| D. Stairway #2 | 4. Cobra Corridor |
| E. Stairway #3 | 5. Sons of Anhur/Bronze Ax |
| F. Stairway #4 | 6. OldMan/Save Point |
| G. Entrance to Rimsala's Chamber | 7. Cobra Trap |
| H. Pressure Plate #1/Door #1 | 8. Cobra Corridor #2 |
| I. Pressure Plate #2/Door #2 | 9. Horace's Regenerate Spell |
| J. Pressure Plate #3/Door #3 | |
| K. Pressure Plate #4/Door #4 | |



The Great Pyramid is southwest of Horace's camp. Use the **Revealer** formula to show the path over the pit.

When you get to the main door of the pyramid, position the Kid on the lever next to the gate. Switch control to the Dog and enter the pyramid. When you reach the moat, jump across and go into the control room. It's a big room with four ornate golden floor pads that open and close gates inside the pyramid. Return control to the Kid, leaving the Dog in the room. Now go up the stairs and enter the open door that leads into the upper-level maze.

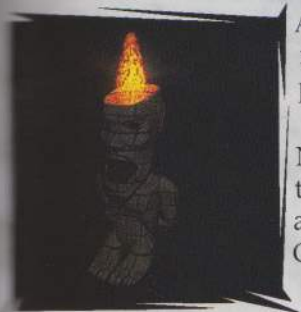


Your first objective is the room of the Sons of Anhur, who have the Bronze Ax you need in this level.

When you first enter, find the staircase that leads up (A on the map). The staircase leads you to the top of the pyramid. From there head toward the open door (B on the map). This door puts you back on the second floor of the pyramid, right in the middle of Cat City.



There are several rows of pots, each guarded by mummy cats. You can loot it now or return later. Travel through the serpentine path until you find the Ankh (a pressure plate marked by a cross design). Stepping on the plate opens the door above you and allows you access to the stairs leading downward (C on the map).



After exiting the stairs, you come face-to-face with a remote-controlled gate. Switch back to the Dog and press the upper-left control pad to open the gate.

Now head toward the row of Stone Cobras. Approach the plate with the serpent design, but stop before you actually touch it. Stepping on the plates brings the Stone Cobras to life.



The Deadly Stone Cobras

- Heal yourself completely before you try this. Stone Cobras can do 80 points of damage in one shot, with an additional 15 or more from poison.
- Avoid the Bone Buzzards; even a painless hit from one of them will knock you down in front of a Stone Cobra. Take them out with a powered-up spear or a spell.



There's no way to avoid bringing the first cobra to life. You can, however, avoid bringing the other cobras to life. In front of each cobra are two plates, one with a serpent design and one with an Ankh. Walking over the Ankh plates keeps the cobras as harmless statues.

Crossing over the third path of stepping stones brings you to a pair of remote-controlled gates. Switch to the Dog and stand on the upper-right plate, which opens the left gate. This gate leads you to the room with two Sons of Anhur.

Mini-Boss: Sons of Anhur

- Sons of Anhur are not too tough, but they do cast formulas as well as fight. Keep your energy high so that you cannot be dropped by a **Slow Burn** or a **Storm** formula.
- Stay out of reach and hit them with a power-up. It only takes a couple of shots. If you get pinned, cast **Crush** on both of them to knock them away from you while you power up.



Defeating the Sons of Anhur gets you the Bronze Ax. The Ax's special power is its capability to bust through stone walls. (Breakable walls are surrounded by door frames.) Explore the rest of the maze and save your game by visiting the old man on the first floor. When you finish exploring, you can break out your Dog by busting down a wall in the lower-right corner of the control room.

Go back to the top of the pyramid, where you will find a closed gate with a pressure switch on each side. Make the Kid stand on one side and the Dog on the other. This opens the gate to Rimsala's chamber.

Horace's Fourth Call Spell

- ☞ Check the pot in the upper-right corner of the Maze to find Horace's Regenerate spell. (#9 on the maze map)



Boss: Rimsala's Revenge

- ☞ Play the Kid in this fight and fight with your powered-up Horn Spear. Also keep the Dog in the fight by using **Heal** when needed.
- ☞ Rimsala is surrounded by statues that shoot Flash formulas at you during the battle. Ignore them, because they mainly target the Dog. Rimsala also throws **Confound**, which is annoying but not serious.
- ☞ The trick here is that the Eye of Rimsala is released and spins around the room and attacks you. Each time it stops, pound the daylights out of it with spear shots. When it starts to spin again, use formulas. The old favorite, **Crush**, does a great job.



When you are victorious, you receive 1,000 Jewels and a Diamond Eye. One down, one to go. When you leave Rimsala's chamber, you reappear outside the main door to the pyramid. This area is now in the bag. Go see Horace and tell him how you did.

Ending This Area

When you get back to the pit, save components and just jump in.

You'll wake up in Horace's camp, where he is pleased that you got one of the Eyes, but encourages you to go get the other one. Madronius has a new formula for you, **Escape**, which works like wings to get you out of any maze in which you are lost.

New Formula

Escape Teleports you out of maze 1 wax and 1 vinegar

Go save the lady, and then go east from Horace's camp to the Right Bank, breaking both boulders in the intermediate area. The loot here is okay. When you cross the trolley, smash the boulder in front of the cave and talk to the hidden alchemist.



He is surprised to see you, but realizes you are a great adventurer and gives you a new spell, **Drain**. This is a serious winner, but when you equip **Drain**, *don't* unequip **Revealer**. You still need **Revealer** for Collasia.

New Formula

Drain Takes energy from target and gives it to you 1 ethanol and 2 roots

The alchemist also lets you save. Do so before you go to Collasia. Walk to the large pit east of Horace's camp. Stand in between the rocks and cast **Revealer** to uncover the way across the pit and the path to Collasia.



The Greek Temple of Collasia



MAIN HALL

- A.** Hall Entrance
- B.** To Hall Maze #1
- C.** To Mini-Taur
- D.** To Cell Block
- E.** To Hall Maze #2
- F.** To Mega-Taur Chamber

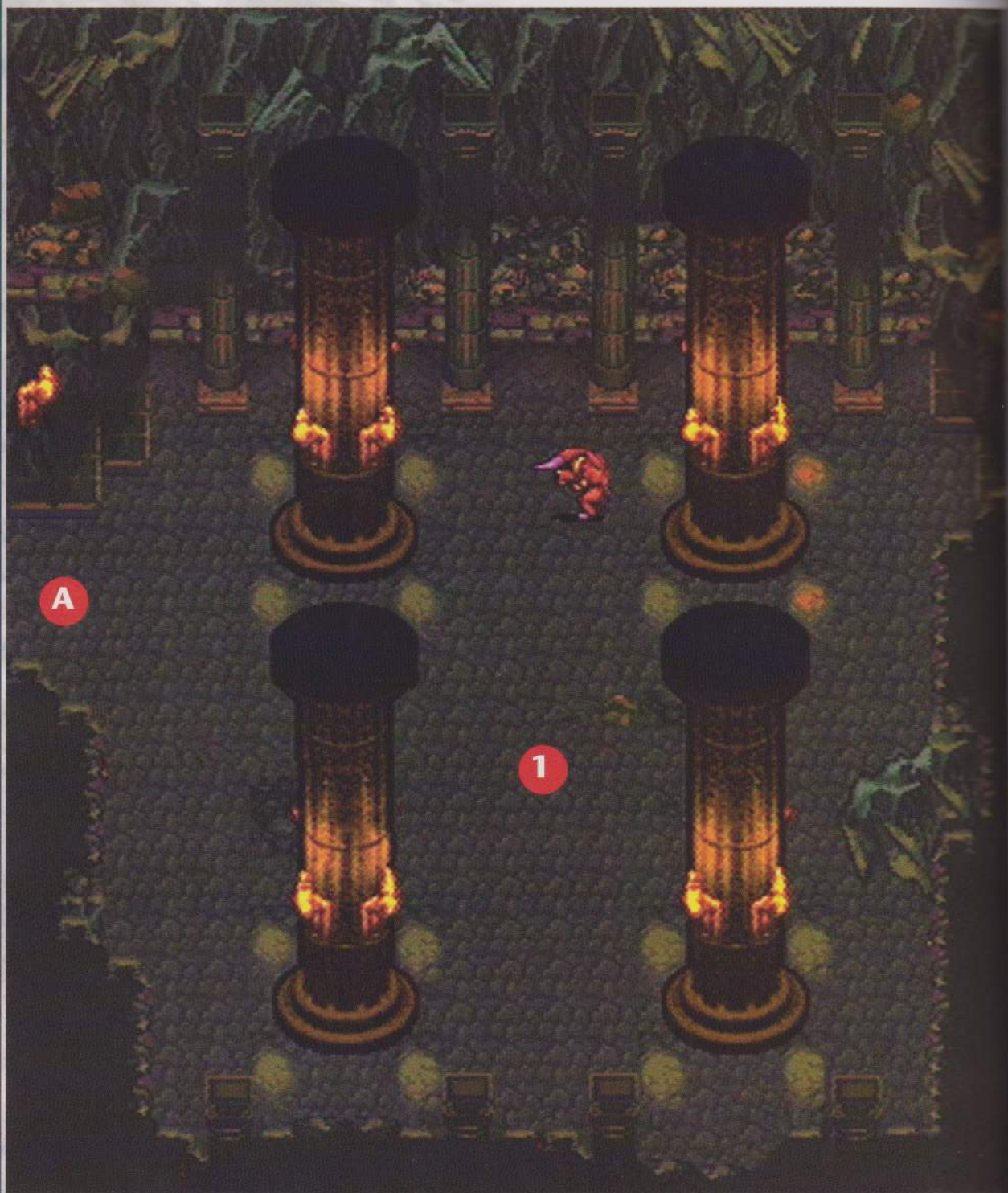
- 1.** Save Point
- 2.** Pressure Plate
- 3.** Pit Elevator
- 4.** Pillar Switch
- 5.** Revealers Pads



HALL MAZE #1

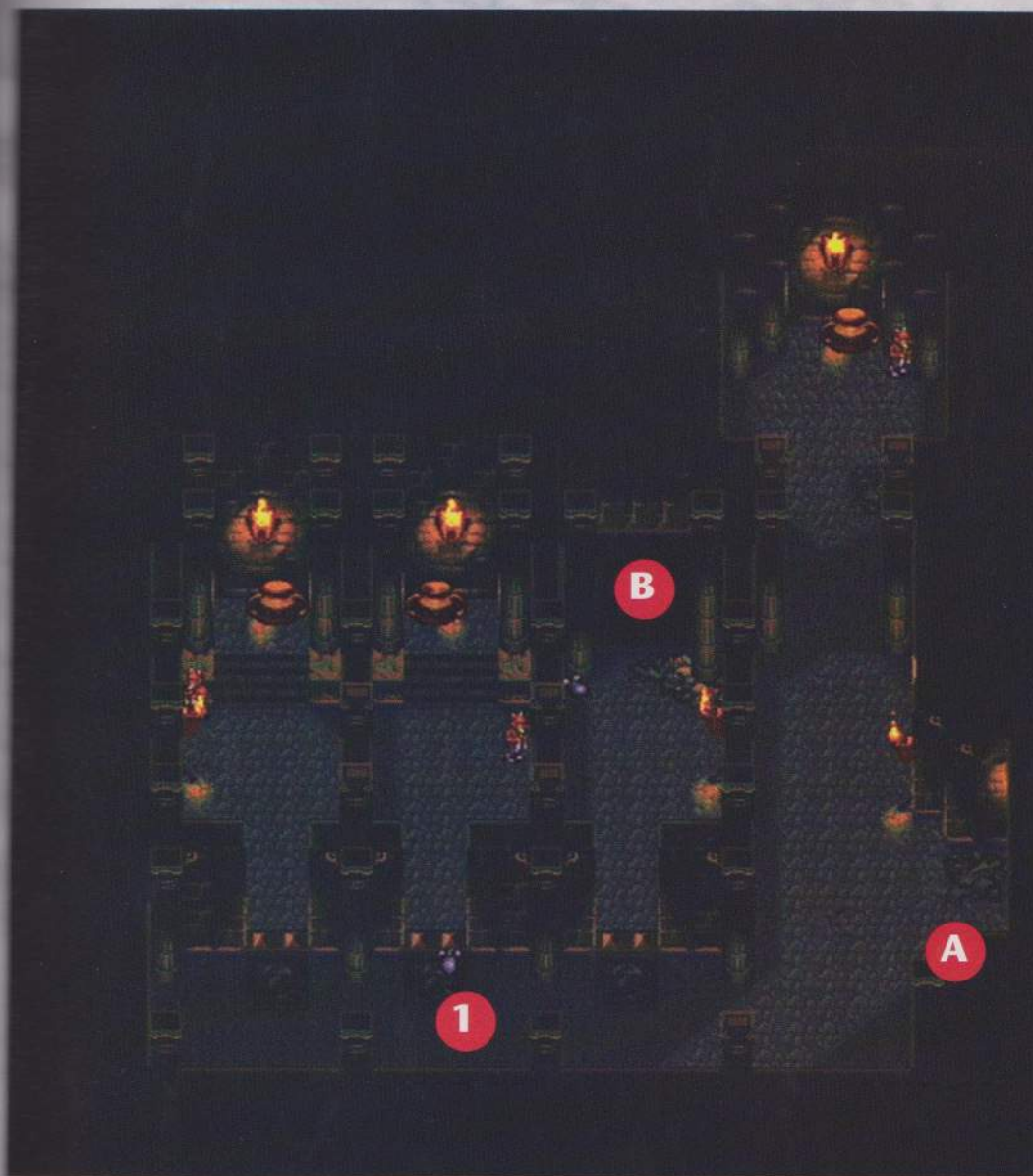
- A.** To Main Hall
- 1.** Pillar Switch
- 2.** Reveal Pad

- 3.** Pressure Plate
- 4.** Pillar Switch #2
- 5.** Timer Bridge



MINI-TAUR CHAMBER

- A.** Main Hall
- 1.** Pressure Plate (After Battle)



CELL BLOCK

- A.** Main Hall
- B.** Rotten Bridge Maze
- 1.** Pressure Plates



ROTTEN BRIDGE MAZE

A. To Cell Block

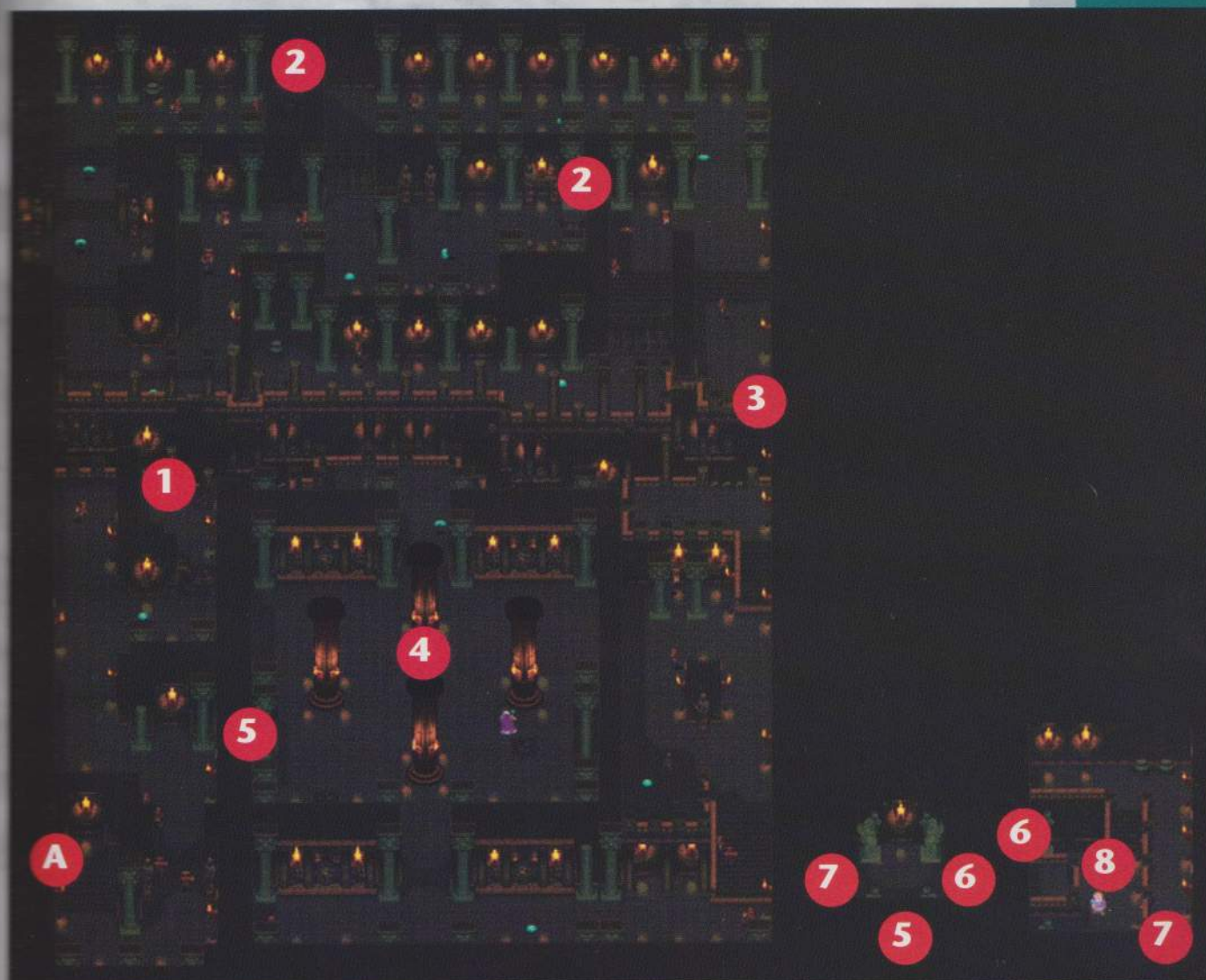
B. To Main Hall

1. Secret Passage

2. Rotten Bridge

3. Slime Room

4. Pressure Plate Room



HALL MAZE #2

- A.** To Main Hall
- 1.** Pillar Switch
- 2.** Pressure Plates
- 3.** Revealers Plates
- 4.** Mad Monk Chamber
- 5.** Secret Passage #1
- 6.** Secret Passage #2
- 7.** Secret Passage #3
- 8.** Alchemist/Save point

What's Important?

- Enter the Temple of Collasia.
- Find pressure plates to open the doors.
- Fight the Mini-Taur.
- Fight the Mad Monk.
- Receive the Bronze Spear.
- Find Madronius' brother.
- Learn the Fireball formula.
- Fight the Mega-Taur.
- Get the second Diamond Eye.
- Return to Horace's camp.

Walkthrough of the Greek Temple



When you enter the temple, you'll find yourself in a large room with a gated square column in the center. The place is full of Mice, Blue Jelly Balls, and Dancin' Fools.



At the north end of the room is a wide chasm that divides the temple. You can see a switch across the chasm; however, there's no way to activate the switch—even your Horn Spear won't work! There are Revealer plates on your right and left. Go over to the left one and use the Revealer formula.

Cross over and search the urn and hit the floor pad. Now go to the right **Revealer** plate and use the **Revealer** formula. Cross over to a room with a lady who asks if you want to save. Do so, then cross back to the main room.



Be Prepared

- You probably want to still use the Horn Spear in this level, because you are quite skilled with it by now and can use the power-up. The Dog should be set at attack level 2, so that he fights the little beasties efficiently.

You'll notice two indentations along the left wall. Go to the top indentation and you'll discover a hidden door. Head north and you'll find another section of the chasm. To the far right is a standing switch, which you need to hit to extend the bridge across the chasm. On the other side of the chasm is another Revealer plate. Using the **Revealer** formula gives you access to a small room on your left. Wind your way through the S-shaped maze until you reach the pressure plate.

Go to the standing switch in the middle of the chasm. Hitting this switch reveals a bridge to the left of your current position. Unfortunately, there's a huge wall between you and the bridge, and if you try to walk around to the bridge it will disappear before you arrive. To cross the bridge, hit the switch and then run like crazy. If the bridge disappears before you get there, try again.

Head south and when you get to the wall, turn left and run straight into the wall. It's a secret passage! The passage takes you to a single urn full of pixie dust. Return to the main path and you'll see a crumbling wall to the south. Bust it down with your ax, and search the urn to find a Call Bead.

You're through with this area of Collasia, so head back to the main room. On the right wall of the main room are two additional alcoves. Go to the lower alcove and you'll discover another room. Inside this room you must fight the Mini-Taur.

Mini-Boss: Mini-Taur

- Set your Dog to his highest attack level, and equip yourself with the Horn Spear.
- The Mini-Taur will chase you around the room. As the Kid, get the Mini-Taur's attention so he chases you and not the Dog. Once he's on your tail, run past your Dog so the Dog will attack the Mini-Taur.

After you defeat the Mini-Taur, a pressure plate appears in the middle of the floor. Stomp on it before you leave the room. When you're back in the main room, go to the bottom alcove on the left wall.

Enter the room and you'll see three small cells, each with a pressure plate in front of it. You need to step on the pressure plates in three different combinations in order to gain access to each of the cells. To open the left cell, step on the right plate, left plate, and then the center plate. To open the center cell, step on the right plate, center plate, and then the left plate. To open the right cell, step on the left plate, center plate, and then the right plate. The door to this cell closes behind you, leaving you with only one option—you must enter the gate in front of you.

When you enter the maze, you'll see a wooden path to your right. Do *not* step on it yet; instead look at the left wall and you'll see the reflection of a flame. The flame marks a hidden passage that leads to an urn full of honey. Now it's time to brave the collapsing wooden bridge. As soon as you step on the bridge it starts to collapse, so run quickly to the end of the bridge. If you're not quick enough, you are teleported into a room with two Lime Slimes. Kill the Lime Slimes to escape, and then give the bridge another try. After you cross the bridge, head south until you step on two pressure plates.

Now you're locked in a room with six pressure plates on the floor. Press them all and then head north to the elevator, which takes you back to the main room. Go to the upper alcove in the right-hand wall and you are deposited in another maze.

Follow the path until you find a standing switch. Hitting the switch reveals a bridge. Head left until you reach another pressure plate in the floor. Press it and head back from where you came. Continue past the point where the bridge previously was, and head right as far as you can go (continue past the open gate) until you find the next pressure plate. Go back and through the gate until you reach a Revealer plate. Walk straight across the pit. Follow the path, and you'll enter a room where you'll meet a Mad Monk. Defeat the Mad Monk and you'll receive the Bronze Spear.



If You've Got It, Flaunt It

Start using this spear now. You want to go up a level with it before you face the boss in this maze. So pop everything in sight.

In the southwest corner of the room where you fought the Mad Monk, you'll find a secret passage. Follow it around and you'll appear in a small, empty room with another secret passage in the left wall. This passage leads you to a room where you can find Madronius' brother, who will give you the **Fireball** formula and let you save.



New Formula

Fireball

Does lots of damage

1 brimstone and 2 ash

Head back to the main room.

Drawbridge

☞ When you get back to the retracting bridge, throw your Bronze Spear from the left of the two columns. This activates the switch and raises the bridge.

In the main room, stand between the two Revealers plates and the Kid will throw his spear across the pit. This triggers the switch on the other side and the bridge will appear.

Cross the bridge and go through the gate and you'll come face-to-face with Mega-Taur.



Boss: Mega-Taur

- ☞ Do *not* go into this fight until you have gone up a level with the Bronze Spear. You need the power-up.
- ☞ Use **Drain** instead of **Heal**, because you can still cause damage to Mega-Taur while healing yourself.
- ☞ Play the Kid and put the Dog on attack level 3. The Dog does far more damage to the boss than the Kid.
- ☞ Don't bother with any attack spells that are below level 2, such as your new **Fireball** spell. **Crush** is likely to do more damage.
- ☞ Mega-Taur will periodically jump into the flame pits; he will then reappear from one of the two pits and attack you. When he disappears, head to one of the corners until he reappears.

When you beat Mega-Taur you get 3,000 Jewels, the second Diamond Eye, and you mystically reappear outside of Collasia.

Ending This Area

When you go back to Horace's camp, you are told that Horace has gone east to go exploring. Take a moment to save your game, and then head east. Just before you reach Right Bank, you meet someone who *looks* like Horace, except he's wearing green.



You turn over the Diamond Eyes only to discover it's Horace's evil twin. When you go after him, you are assaulted by two puny rogue pirates. Whack them and head over to Blimp's cave. He gives you a new formula, **Revive**, that acts like a weak biscuit. Save and go catch the ghost boat to Nobilia.



New Formula

Revive

Dog wakes up w/40 energy

3 roots and 1 bone

Taking the Sting Out

 If you haven't met the guy at the Oasis who gives you **Sting**, you may wish to run across the desert instead of taking the boat. This formula is nothing special, but it is nice to have.

Battle with Aegis and the Oglin Caves

What's Important?

- Return to Nobilia.
- Go to the courtyard.
- Fight Aegis.
- Tiny disposes of Energy Core.
- Receive Staff of Life (only if you have 6 or more Call Beads).
- Visit Right Bank's hidden alchemist.
- Learn the **Double Drain** formula.
- Head back to The Great Pyramid.
- Travel north through the dry creek bed.
- Jump down the waterfall.
- Navigate the Oglin Caves.
- Fight the Aquagoth.
- Go to Medieval land.

Walkthrough of the Aegis Fight

When you reach Nobilia, go to the statue of the Sacred Dog. Horace's evil twin is there with the Diamond Eyes. He summons the evil Aegis to destroy Gothica.

Aegis will summon up an evil twin of your Dog in prehistoric form, as well as Will O' the Wisps and Skullclaws.



Boss: Aegis

- ☞ This fight shouldn't be too difficult. Set the Dog on attack level 2 and let him tear up all the beasties while you concentrate on Aegis.
- ☞ Watch your energy. When Aegis' strength gets low, he attacks more frequently.
- ☞ Each time the medallion on Aegis' head changes, so do his attacks. The moon and stars medallion creates Bad Dawgs; the sun medallion creates Will O' the Wisps; the cat medallion creates Skullclaws.
- ☞ Aegis can't be hit while he has a medallion on his forehead. Concentrate on knocking out the beasties until the medallion disappears, then attack Aegis until the next one appears.



Aegis explodes leaving an unstable energy core behind. The real Horace Highwater shows up to say thanks, then notices the unstable energy core sitting there ready to explode. He calls Tiny, who disposes of the core in his own special way.

There is an earthshattering blast off-screen, and Madronius shows up to tell everyone that the explosion opened the way into a set of underground caves just north of Horace's camp. Believing this might be your way back to Podunk, Horace suggests you explore the new region. Before you leave, he hands you a powerful charm, the Staff of Life. Now it's time to head for the caves, but take a moment to look around Nobilia. You won't be back here for quite a while.



On your way to Horace's camp, stop by the once hidden alchemist at Right Bank. He has a new formula for you, **Double Drain**. Replace **Drain** with this formula, and use it as often as possible to gain levels with it. Be sure to stock up on alchemy goods and save your game before you go on.

New Formula

Double Drain

Twice as good as Drain

2 ethanol and 2 vinegar



Walkthrough of the Oglin Caves



OGLIN CAVES

- A. Starting Point
- B. To Well
- 1-3 Path to Aquagoth



At Horace's camp, you'll notice the creek bed is dry, but there's no way into it. Head down to The Great Pyramid and you'll find an open path into the creek bed. Head left and follow it to the north and you'll find a crater that was formed by the Energy Core. Jump into the crater and after a painful landing, you'll come to the Oglin Caves.



It's extremely dark in the caves. Only a small area around you is illuminated. The caves are a set of islands connected by a ring of teleporters and several dead ends.

The optimal path to the end of the maze is labeled on the map as numbers 1 through 3.

Target Practice

- ☞ Set the Dog on attack level 1. It's good enough to take out an Oglin, and he'll attack often enough to keep them off you.
- ☞ Practice **Double Drain** on the Oglins. It is devastating when you gain two levels with it, and it keeps the pesky beasties from killing you!

Search each area completely—there are several urns with valuable goods and Call Beads. Eventually, you can go north from one of the islands into a well, which is the home of the Aquagoth.



Boss: Aquagoth

- ☠ Aquagoth can cast **Lightning Storm** and **Confound**, but neither are effective if you are careful.
- ☠ Fighting the Aquagoth is no big challenge. Set the Dog's attack at level 2 and let him go after tentacles. Concentrate on the Aquagoth with formulas and spear power-ups.
- ☠ The green "spikes" appear through the grate in a clockwise manner. To avoid them, keep circling the Aquagoth.
- ☠ While avoiding the green "spikes," charge your attack. As soon as you're behind the "spikes," stop and release your attack.

Ending This Area

When you win, you get 5,000 Coins and 1 Honey. Before you can catch your breath, you hear a voice from the top of the well. A man hoists you out of a well with a small bucket. When the Dog is pulled from the well, he now looks like a pink poodle. Take this opportunity to save. After you finish talking, go north to Ivor Tower.



Crank It

- Use the well crank and you'll rescue an Oglin from the well. He'll run away from you, but you might meet him later.



Horace's Second Call Spell

- Before you enter Ivor Tower, press against the castle wall just left of the gate and walk into the trees. You'll find a hidden path that leads to Horace's Aura Magic.

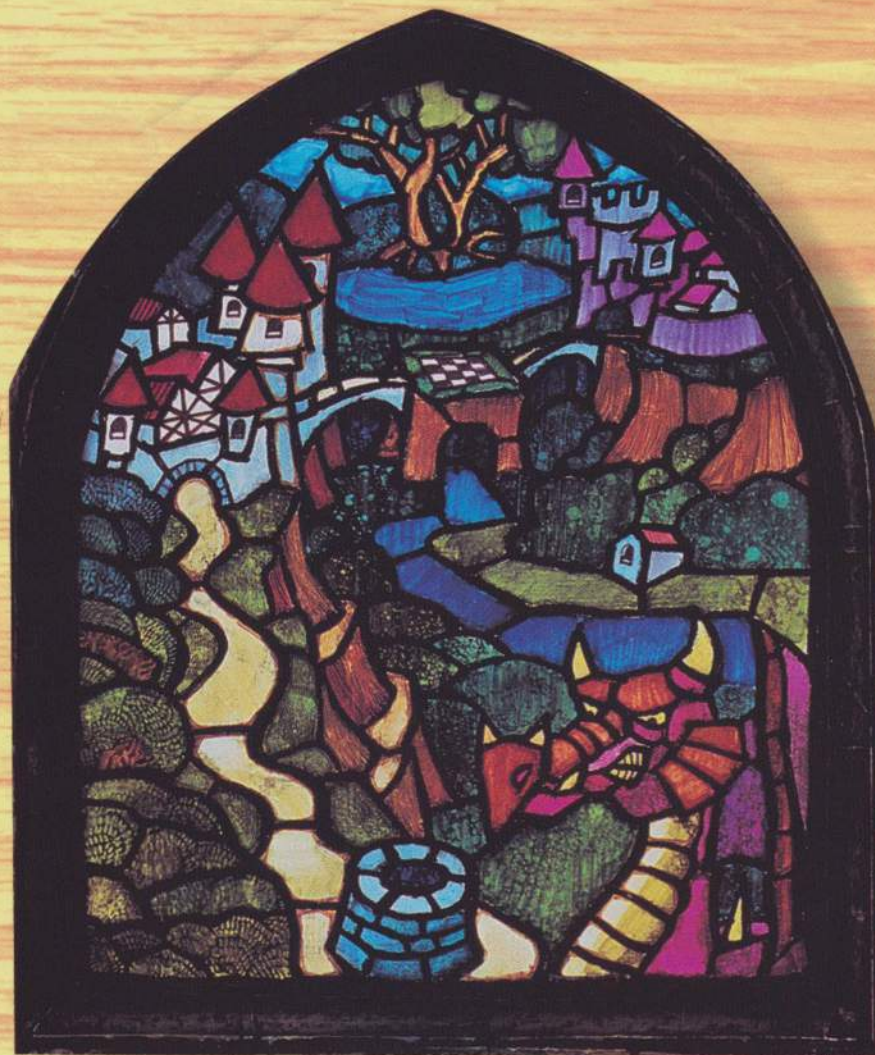




SECRET of EVERMORE™

111

Gothica



Ivor Tower Town, White Castle, and the Dog Maze

What's Important?

- Enter Ivor Tower.
- Learn Lance formula.
- Buy ticket for Perceval Plank's Exhibition of Cultural Oddities.
- Go see Perceval Plank's show.
- Win the pig race.
- Have dinner with the Queen.
- Escape from the cook.

Ivor Tower Available Goods

Titan's Crown	450 coins
Silver Mail	600 coins
Iron Bracer	600 coins
Defender Collar	450 coins
Nectar	20 coins
Pixie Dust	150 coins
Essence	30 coins
Wings	50 coins
Dog Biscuit	40 coins
Honey	40 coins

West Alley

Egg of Chocobo	9 perfume and 9 beads	If you traded away
Spice	8 coins	
Used Charms	300 coins	Any you traded away
Insect Incense	3 perfume and 3 beads	After you have all

Armor Seller

Dragon Helm	AmAn and 700 coins
Gold-Plated Vest	AmAn and 800 coins
Magician's Ring	AmAn and 750 coins

Main Market

Beads	15 coins
Spice	12 coins
Exhibition Ticket	1 Amulet of Annihilation
Oracle Bone	1 gold jackal and 1 jeweled scarab
Thug's Cloak	8 perfume and 6 beads
Currency Exchange	4 Talons or 2 Jewels for 1 Gold Coin
Perfume	2 spice

Walkthrough of Ivor Tower



IVOR TOWER

- A.** To the Well
- B.** To West Ivor Tower
- C.** To Upper Ivor Tower

- 1.** Beads
- 2.** Spices
- 3.** Ticket Booth
- 4.** Oracle Bone
- 5.** Thug's Cloak
- 6.** Currency Exchange
- 7.** Perfume



UPPER IVOR TOWER

- A.** Castle Gate
- B.** To Lower Ivor Tower

- 1.** Inn
- 2.** Armor Seller
- 3.** Secret Passage
- 4.** Lance's House (Alchemist)
- 5.** Secret Passage



WEST IVOR TOWER

- A.** To Lower Ivor Tower
- B.** To Sideshow

- 1.** Egg of Chocobo
- 2.** Spice
- 3.** Staff of Life
- 4.** Armor Seller



SIDESHOW

- A.** To West Ivor Tower
- 1.** Perceval Plank's Exhibition of Cultural Oddities

When you enter the Ivor Tower, you step into a marketplace, which has a number of cool new things for you. Talk to everyone, but don't do anything except change your Jewels to Gold Coins. The currency exchanger gives you 1 Coin for every 2 Jewels. Go into and search around each house in the town; be sure talk to everyone. There are several concealed rooms to be found.

Crime Doesn't Pay

- As you search the houses throughout town, you'll notice lots of unguarded treasure chests. Resist the temptation to open them.
- One of the houses is owned by a man named Lance. You'll meet his wife, who mentions that Lance's prized possessions are upstairs. Go take a look, but don't take anything. When you try to leave, Lance shows up. Because you didn't mess with his possessions, he gives you a formula, called **Lance**, and lets you take anything you want. Another person tells you that you can take anything you want from any house.

New Formula

Lance Fires a sharp projectile 1 iron and 1 acorn

After you've reached the castle gate, go back down and take what you can. Take the opportunity to save at the Inn. Now it's time to explore the marketplace.

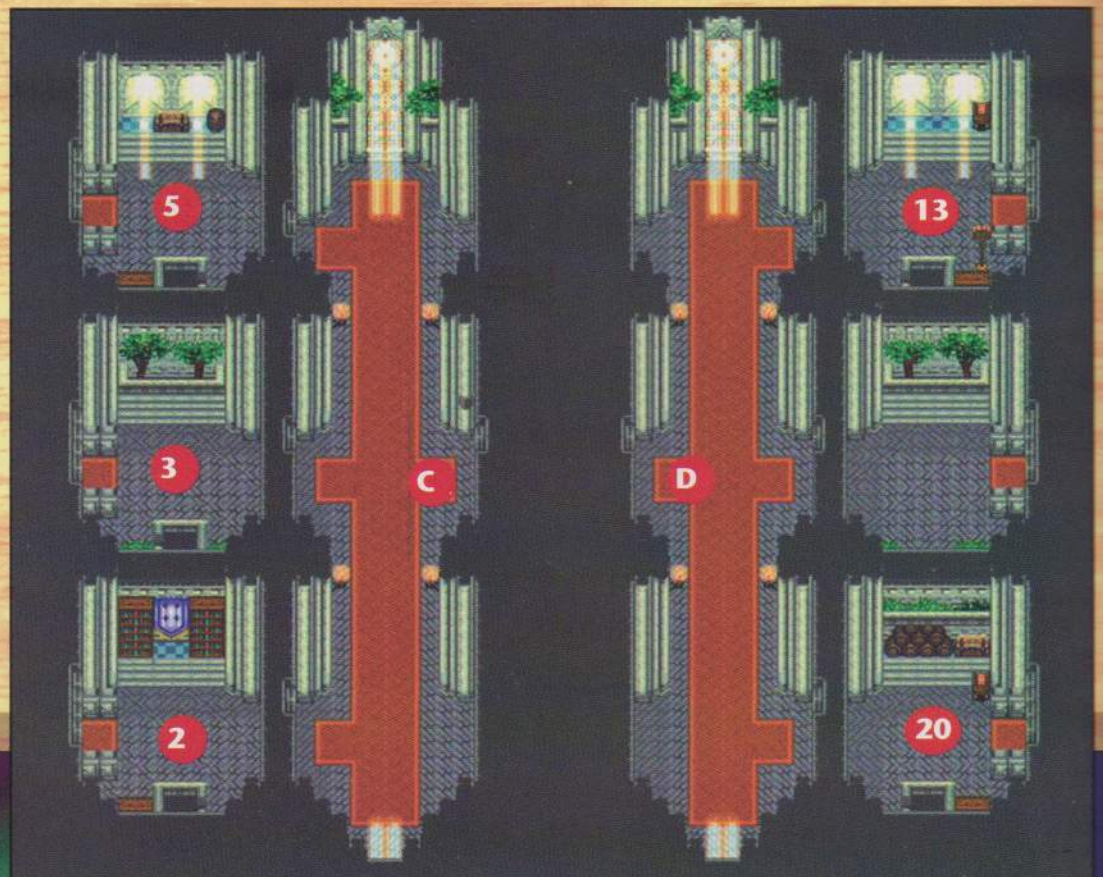
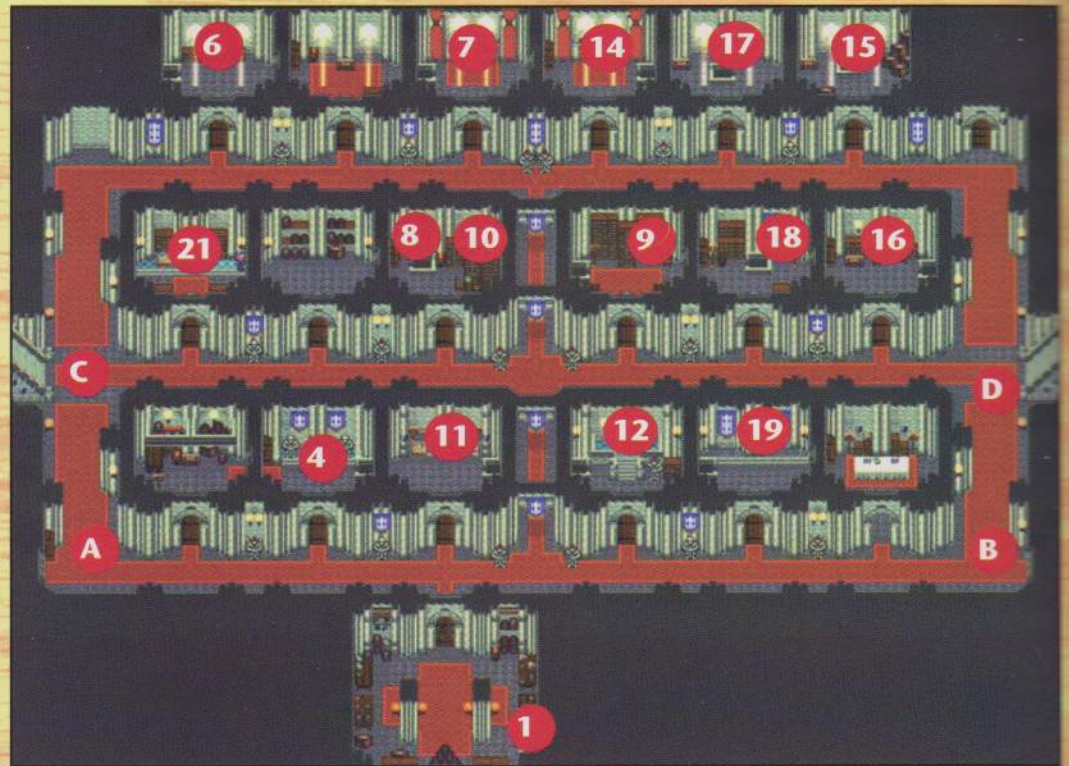
Spend Wisely

- If you did not bring enough Amulets of Annihilation with you, you can find three hidden in the houses.
- Wait to buy armor in the marketplace, because it's better than what you'll find in town.

After you've talked to everyone and purchased whatever you wanted, buy a ticket to Perceval Plank's Exhibition of Cultural Oddities. Take the ticket to the man in front of the carnival wagon. You are led into the freak show, but without the Dog. During the show, the Dog (wearing a pig mask) is shown off as the Amazing Pigpoodle and breaks away to escape. He accidentally enters the pig race, which he wins by a mile. The Kid is invited to dinner with the Queen, but the Dog is taken to the castle kitchen to be the entree for tonight's dinner.



Walkthrough of the Dog Maze





The Dog Maze

- 1-20.** Connected Gates
- 21.** Old Man
- 22.** Old Woman
- A.** To Dining Room

- B.** To Chessboard
- C.** West Balcony
- D.** East Balcony



The Dog is not too keen on being somebody's meal and escapes into the castle's air shafts. Much of the maze is partially hidden. Your first goal is to find the lady with a key, which you will need later. Then get out and hook up with the Kid.

In the lower depths of the maze, you'll find lighted grates on the floor. Stepping on one jetinsons you into the room above. In the upper portion of the maze, you'll see small pits. Jumping into a pit takes you back down into the lower portion of the maze. You need to perform both of these actions several times before you reach the end.

As you walk through the maze, press against the walls. This will increase your chances of finding hidden paths.

Follow the path through the air shafts to reach an old lady, who gives you the Skeleton key. After you get the key, follow the path to escape the Dog Maze. After you escape, the Dog comes charging into the dinner party and ruins the feast.

Get the Key

🔑 Don't worry about getting the key from the Dog. That happens automatically during the next level.

Ending This Area

The Queen is outraged and has you both thrown into the dungeon. This jailer gives you a chance to save before he arrests you. You're deposited in a cell and when he leaves, the Dog escapes from the cell.

The Dungeon Escape and the Chessboard

What's Important?

- Fight the other inmates.
- Jump into the sewers.
- Learn the **Corrosion** formula.
- Get arrested again.
- Receive quest from the Queen.
- Explore the east wing with the Skeleton key.
- Trade Skeleton key for **Firepower** formula.
- Explore the Chessboard maze.
- Fight the Footknight.

Walkthrough of the Dungeon Escape

Rather than just letting the Kid out of the cell, take the Dog from cell to cell and fight whatever is inside. You fight Vipers, Spiders, Mini-Taurs, and even a Guardbot, but ~~only~~ one at a time. As the Dog, you can easily take these guys. For his trouble, the Dog receives a Defender Collar, the next step in canine protection. Now go let the Kid out of his cell and go out through the bottom cell on the right. This drops you into the sewer.

Don't Give Up

❧ If the Dog is defeated, the Kid is released from his cell to finish the area.

The sewer is a pipe maze, but it's fairly easy to navigate. Just follow the the water's flow and it will take you to the exit. There are many secret passages that lead to rooms with chests. Loot away, but be aware of your energy. The sewer water is acidic and slowly does damage to you as you float downstream. An Alchemist is hanging out in the upper-righthand corner. He'll give you a new formula, **Corrosion**.

New Formula

Corrosion Better than Acid Rain 1 mushroom and 3 water

When you exit the sewers, a guard arrests you and takes you before the Queen. She is rather direct and demands that you do a quest for her. You must open up Ebon Keep so she can round up the people hiding there. You reluctantly agree.

After meeting with the Queen, nose around and you'll find the King in a side room entranced by a magic puppet show. You'll be back to deal with this later. As you leave, the Kid notices the Skeleton key around the Dog's neck. You now have a license to loot the castle on your way east to the chessboard! Raid every room before you leave—there are loads of alchemy and essence goods in here.

Finders Keepers?

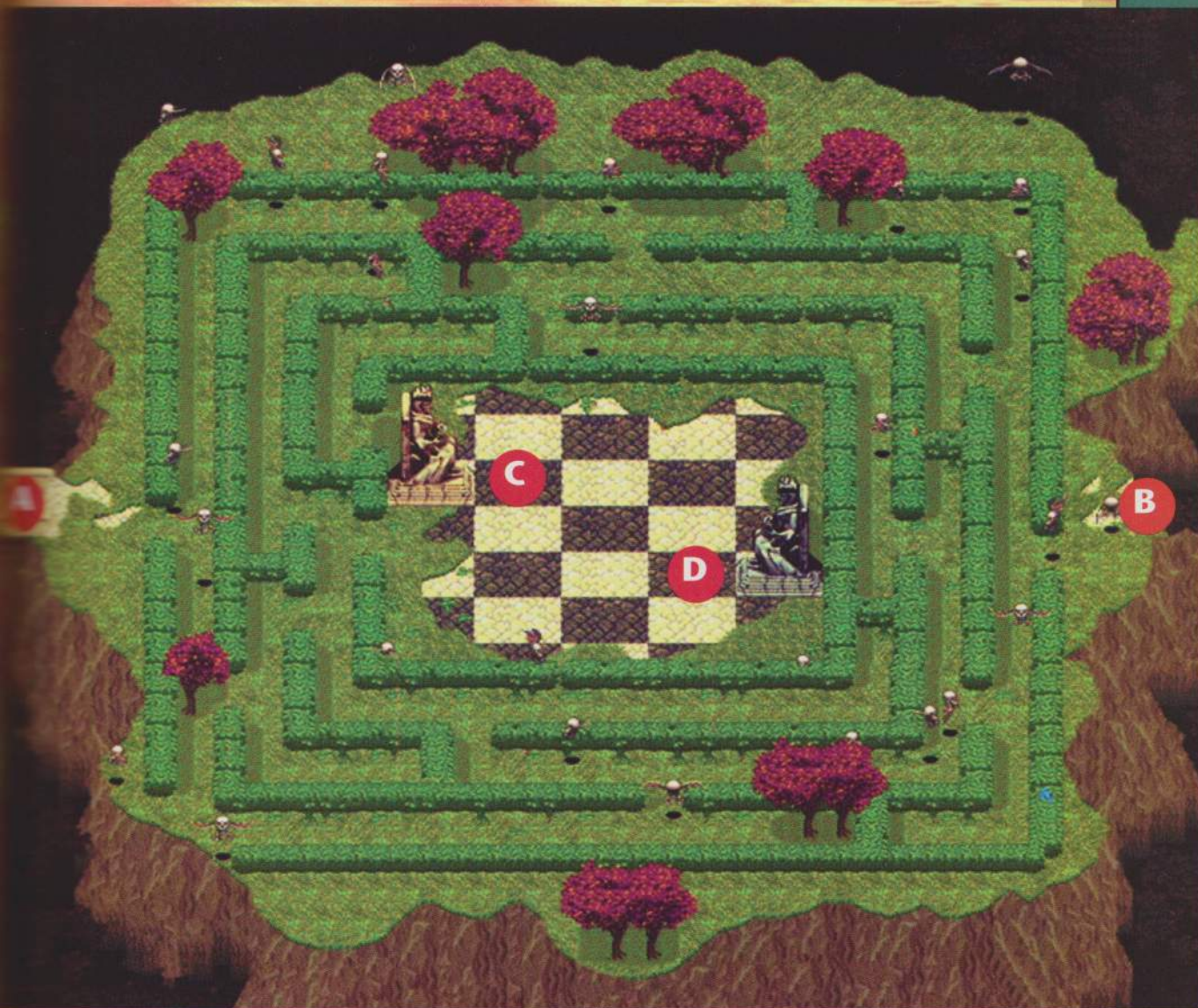
❧ Remember the lady in the maze? Search hard enough and you'll find her husband in the east wing of the castle. After you've done your share of looting, visit him and he'll inquire about his missing wife.

❧ He also asks if you've seen his lost key. If you're willing to give up the Skeleton key, he'll give you the formula for **Firepower**.

New Formula

Firepower Does damage equal to Kid's current energy 1 feather and 1 brimstone



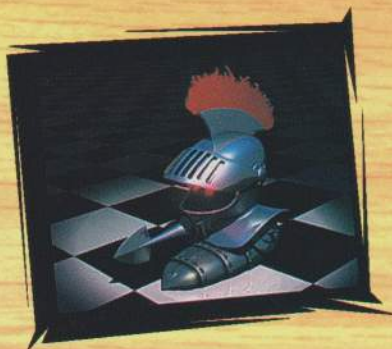


CHESSBOARD MAZE

- A.** To Ivor Tower
- B.** To Ebon Keep
- C.** To Chessboard Interior/Dark Forest
- D.** To Chessboard Interior



Exit the castle and you'll enter a hedge maze. Simply follow the path in a clockwise direction until you reach the chessboard in the middle. Destroy any Skullclaws you find. When you reach the chessboard you'll encounter the Footknight.



Boss: Footknight

- Set the Dog to attack level 3. If he gets in a couple of solid blows, he'll completely annihilate the Footknight.
- The Footknight is very mobile and hard to hit. Use your strongest non-spear weapon. It's difficult to throw your spear at him, because he's constantly moving.
- Watch out for any surviving Skullclaws. Like the Bone Buzzards in the pyramid, they play volleyball with you, if given the chance.

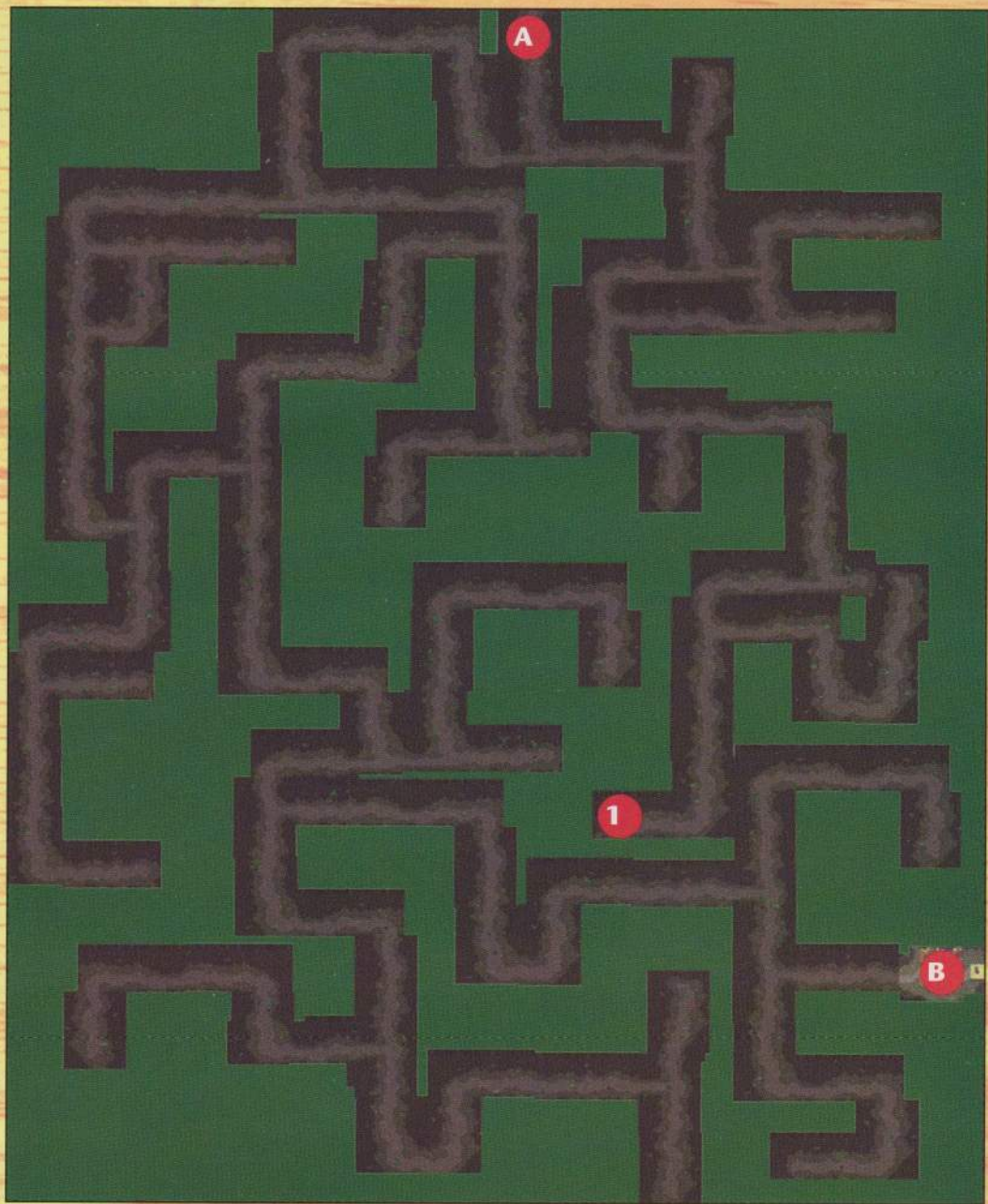
Beat the Footknight and a trap door opens. Follow it down and you'll come out in a ravine.

Ending This Area

As you descend, you notice another energy core sitting on a second stairway. Although you can't reach it yet, make a mental note of its location. At the bottom of the stairway, you meet a man who warns you about the dangers of the Dark Forest. He also gives you a chance to save.

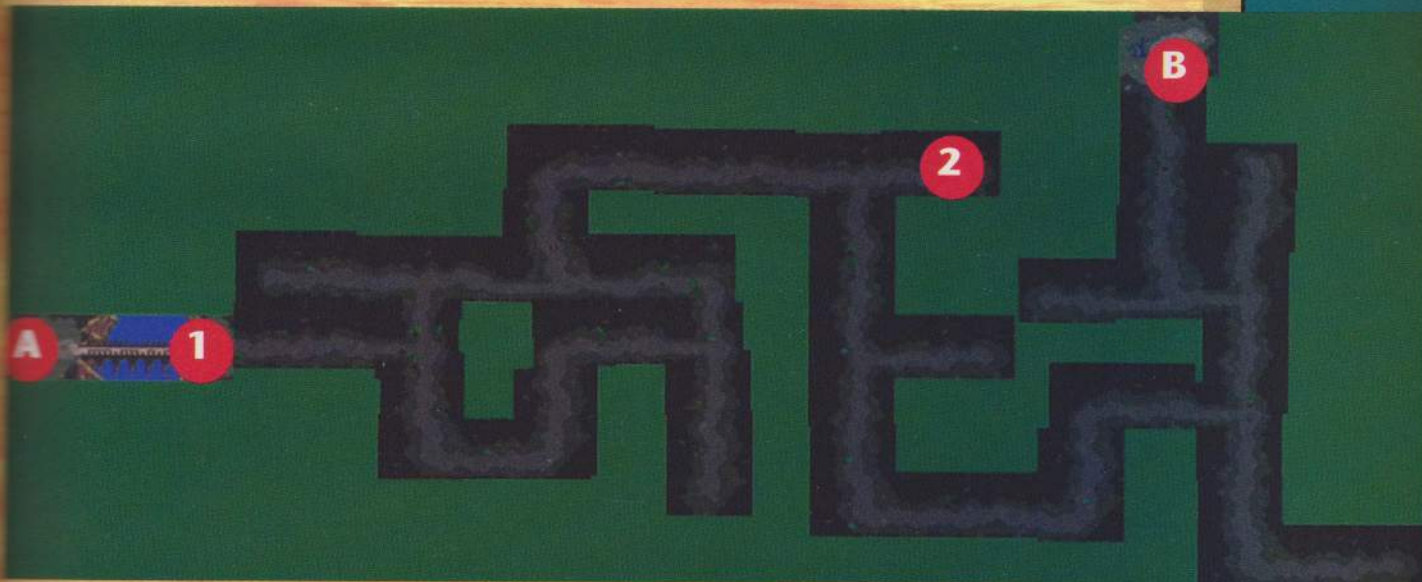


The Ravine, Mystic Woods, Ebon Keep, and the Black Castle



MYSTIC WOODS 1

- A.** Forest Entry
- B.** Shape Lifter's Bridge
- 1.** Forest Alchemist



MYSTIC WOODS 2

A. To Mystic Woods 1

B. To Ebon Keep Sewers

1. Save Point

2. Oglin

Alchemy Goods

Iron	5@180
Oil	5@80
Ethanol	5@100
Feather	5@1000
Root	5@80
Mushroom	5@300

What's Important?

- Enter Mystic Woods.
- Learn formula for **One Up**.
- Fight the Bad Boys.
- Retake the Shape Lifter's Bridge.
- Receive Crusader sword.
- Fight the Timberdrake.
- Receive Lance.

Walkthrough of Mystic Woods



There's an easy way to tell if you're on the right track in this huge maze: If you follow the correct path, you'll see a small gremlin in a tree that lines the path. This indicates that you should proceed. However, if you don't see a gremlin in a tree, you know you've wandered down an incorrect path.

There is a formula that you can find in this maze. If you locate the old Alchemist, he gives you the **One Up** formula and tries to sell you some alchemy components. (He is not on the correct path.)

New Formula

One Up Regenerates hero with full energy 1 feather and 1 root

Before you cross the Shape Lifter's Bridge, you must battle six gremlins. The gremlins fly down two at a time and shapeshift into a Bad Boy.

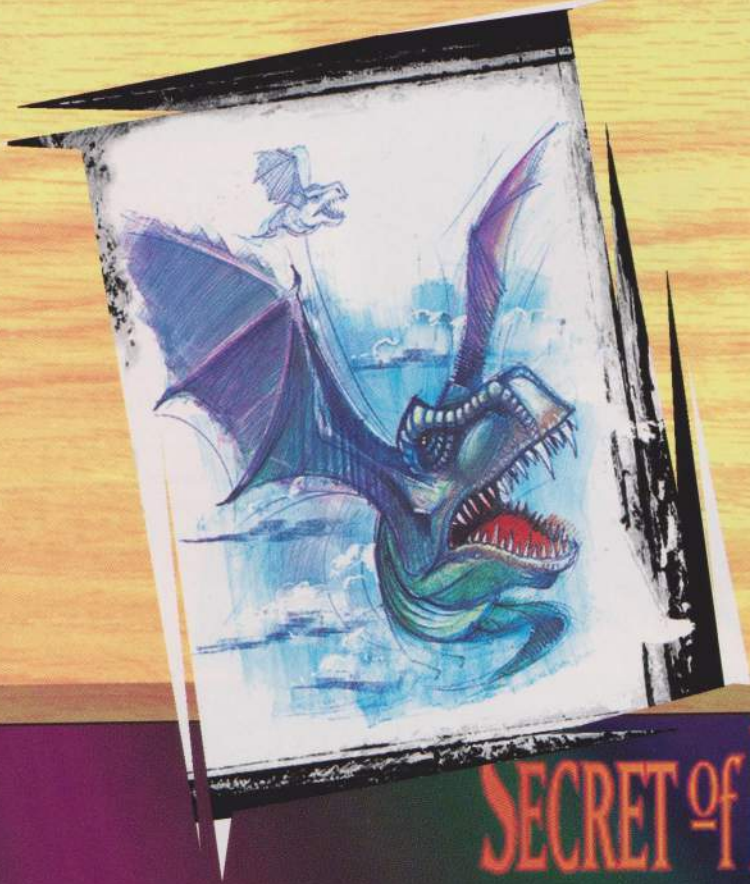
Mini-Boss: Bad Boy

- ❧ Bad Boy can be dangerous if you get low on energy. He can cast **Crush** formulas, as well as many other effective formulas.
- ❧ Bad Boy is not as dangerous as he seems. Although he has all the same abilities as the Kid, Bad Boy doesn't have a weapon with a ranged attack.
- ❧ Set the Dog on attack level 3 and let him defend himself. Equip the Kid with the Bronze Spear and head to the side opposite to which the Bad Boy is positioned. Give the Spear time to charge up, and then throw it at the Bad Boy as he charges at you.

After you finish the first part of the maze, you meet a little kid. He thanks you for defeating the gremlins, because now people can travel the bridge without fear. He also gives you the opportunity to save.

Continue to follow the gremlins as you enter the second part of the maze. If you freed an Oglin from the well, you can find him camping out in this area. He thanks you for freeing him and rewards you with a generous amount of coins.

When you exit the woods, you come into a small clearing—but you're not alone. Unfortunately, a Timberdrake Dragon is awaiting your arrival.



Boss: Timberdrake Dragon

- ❧ Set the Dog's attack level to 3 and equip yourself with the Bronze Spear.
- ❧ You may consider being the Dog during this fight. The Dog can take out the Dragon in just a couple of powered-up hits. If you do, set the Kid at attack level 2.
- ❧ Keep your distance—the Timberdrake can grab you if you get too close.
- ❧ If you choose to be the Dog, keep a close eye on the Kid. If he's killed, the fight's over—and so's your game!

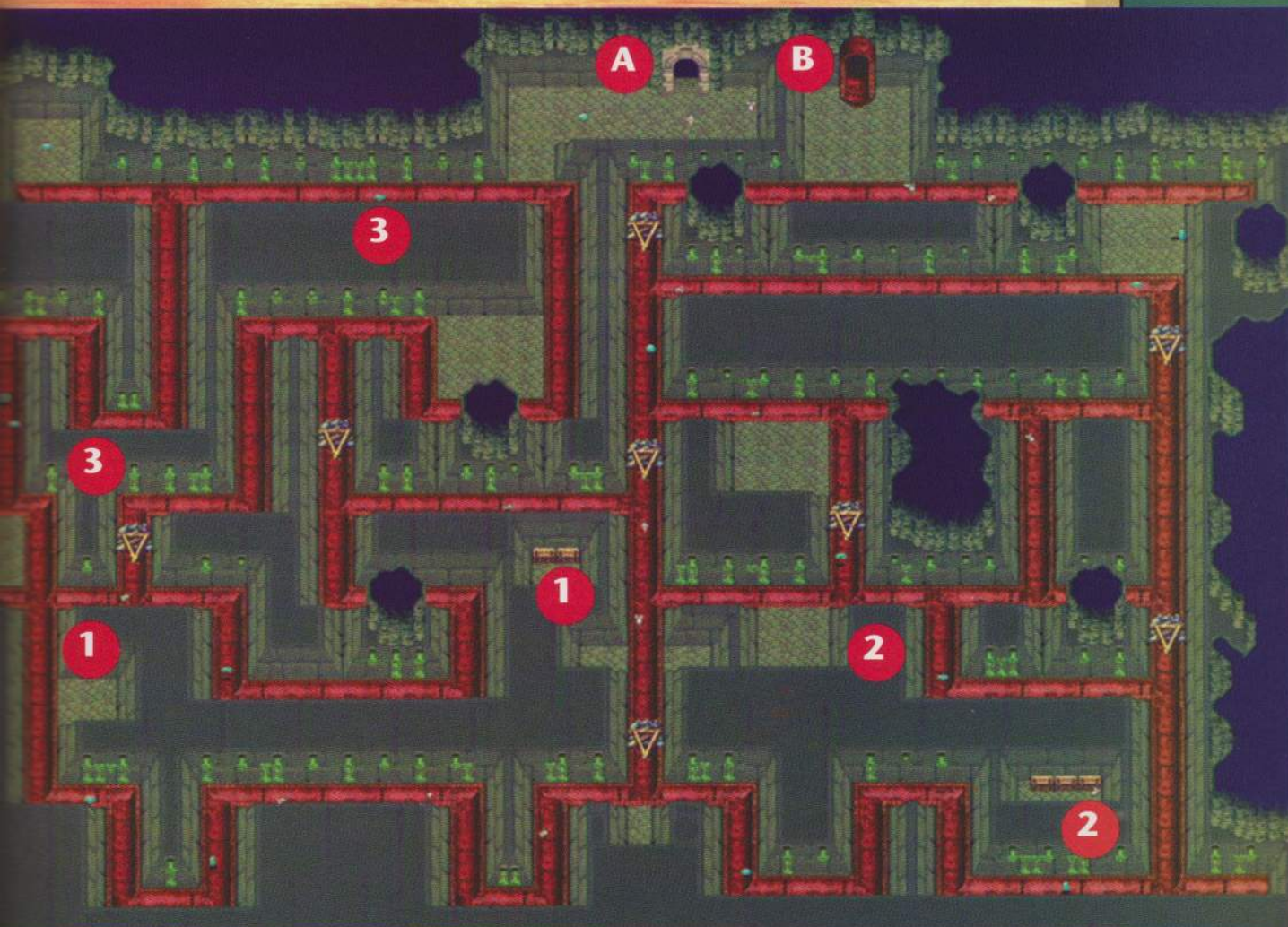


When you beat the Timberdrake, you are given the Lance. Equip yourself with it and go back into the forest until you attain attack level 2.

Continue up the path and you'll come across a sewer pipe that is sticking out of the side of a cliff. Climb in the pipe, and you're on your way to Ebon Keep.



Ebon Keep



EBON KEEP SEWERS

- A.** To Ebon Keep
- B.** To Dark Forest
- 1.** Secret Path #1
- 2.** Secret Path #2
- 3.** Secret Path #3

Walkthrough of Ebon Keep

Ebon Keep is nearly identical to Ivor Tower, except that everything seems dirtier. Your first glimpse of Ebon Keep is the sewer system. It's just like the sewer system you were just in before, but this one doesn't have any flowing water. Find your way to the exit, but watch where you're going—barricades block several of the paths.

If you're feeling adventurous, take some time to visit the secret rooms before you exit the maze. The sewer deposits you in the local dungeon.

Unfortunately the dungeon door is locked shut, so you'll have to find another way into the castle. Open the cells and defeat all of the leftover inmates. Once the area is clear, walk into the last cell you opened and you'll come out behind a large house.

Most of the houses in Ebon Keep have been boarded up or blocked off, but not all of them. Head north and search around the buildings for secret passages.

In the middle of town you find an Inn and Weapons Shop. Stop in and talk to the owner, Cecil of Baron Castle.

Final Fantasy Flashback

Cecil asks you if you've heard of him and recounts several of his adventures. There's a bonus for knowing him. Cecil was the main character in Final Fantasy 2. He's currently living in Evermore with his wife, Rosa. It's nice to see our good friends are still alive and kicking.



Cecil gives you a Bazooka just for stopping by. It appears to be the one you lost, but there's only one Thunderball round left. Take some time to look at his wares, then walk to the Inn side of the shop and save your game. Beware, if you don't save now, you may not live to regret it.

Continue to the north and be sure to look behind each of the houses. You find an old Alchemist hidden behind one of the buildings. Her alchemy business has dried up, so she gives you the formula for **Regrowth**. Stock up on ingredients, visit the inside of the house, then make your way up to the Black Castle.

New Formula

Regrowth Slowly recover energy 1 acorn and 2 water

Armor Seller

	KNOW CECIL	DON'T KNOW CECIL
Dragon's Claw	850	1100
Defender Collar	400	500
Knight's Helm	850	1100
Shining Armor	800	1000

Alchemy Goods

Acorn 5@100

Water 5@50

Wax 5@80

Clay 5@60

When you reach the castle, you may want to explore the rat mazes to the left and right of the entrance. There's really nothing to find in these blind mazes, but there's plenty of rats to kill. If you need some quick experience with a weapon, spend some time killing rats in the main hall. The basement has three treasure chests. Take what you can then head up the stairs on the north side of the room. A large Rat has blocked off the path to the rest of the castle.

Boss: Verminator

- ☞ The Verminator is one of the deadliest foes you'll face. He attacks with several strong alchemies, many of which can kill you instantly.
- ☞ The Dog is useless in this fight. The Verminator sits on top of a stack of crates and can only be reached with alchemy or ranged attacks.
- ☞ Don't worry about keeping the Dog's energy up. Even after he's beaten, the Verminator will continue to pound him with alchemy.
- ☞ Counter his alchemy with your own alchemy. Use an attack formula (Crush works well if it's at a high level), and then immediately use a healing formula. Your attack formula does damage while your healing formula negates the Verminator's attack.
- ☞ Don't get discouraged if you lose. This is a very difficult fight, but it can be won.



When you win, you get 1,000 coins and you find an additional 5,000 coins in the Verminator's lair.



Now head upstairs but before you get very far, you stop by a funny-looking man named Tinker. He's very upset because you're invading the castle, and insists that you speak to the Queen before you carry out your fiendish plot.

The Queen turns out to be Camillia Bluegarden, a very nice person and friend of Horace and Elizabeth. The Queen says that Tinker may be able to help you get home, but she needs you to get rid of the evil twin and rescue the king from his trance. She also gives you her Call, bringing several cool Call spells to your arsenal.

Camillia's Call Spells

Shock Wave	Dramatic blast, devastates most foes.
Shield	Half damage for twice as long as Aura.
Plague	Unleashes horde of rats on foe. Like Poison, but never wears off.
Hypnotize	Freezes target foe for a time.

When you finish talking to Camillia, go see Tinker. Unfortunately, he forgot to disable his security system for you.



Mini-Boss: Stainedglass Windows

•• The six creatures come to life and attack you; however, none of them are very strong.

•• These are villains that you've fought before, the strategies that you've beaten them with before also work in this battle.

Tinker is an absolute wealth of good news. He can confirm that you need to hurry to fight the Queen's evil twin.

He tells you that you can slip into Ivor Tower with the help of his brother, Gomi, who is building a tower on the north end of the ravine. He also has a new weapon for you, the Knight Basher. His room is full of stuff, including new formulas. On the desk you'll find the formula for **Explosion**; and in the bookshelf you'll find the formula for **Slowburn**. Save your game and head for the front door.

New Formulas

Explosion	Blows up barriers	2 ethanol and 1 ash
Slowburn	Target enemy's HP deteriorates at a slow, steady rate	1 iron and 1 brimstone

Alchemy Goods

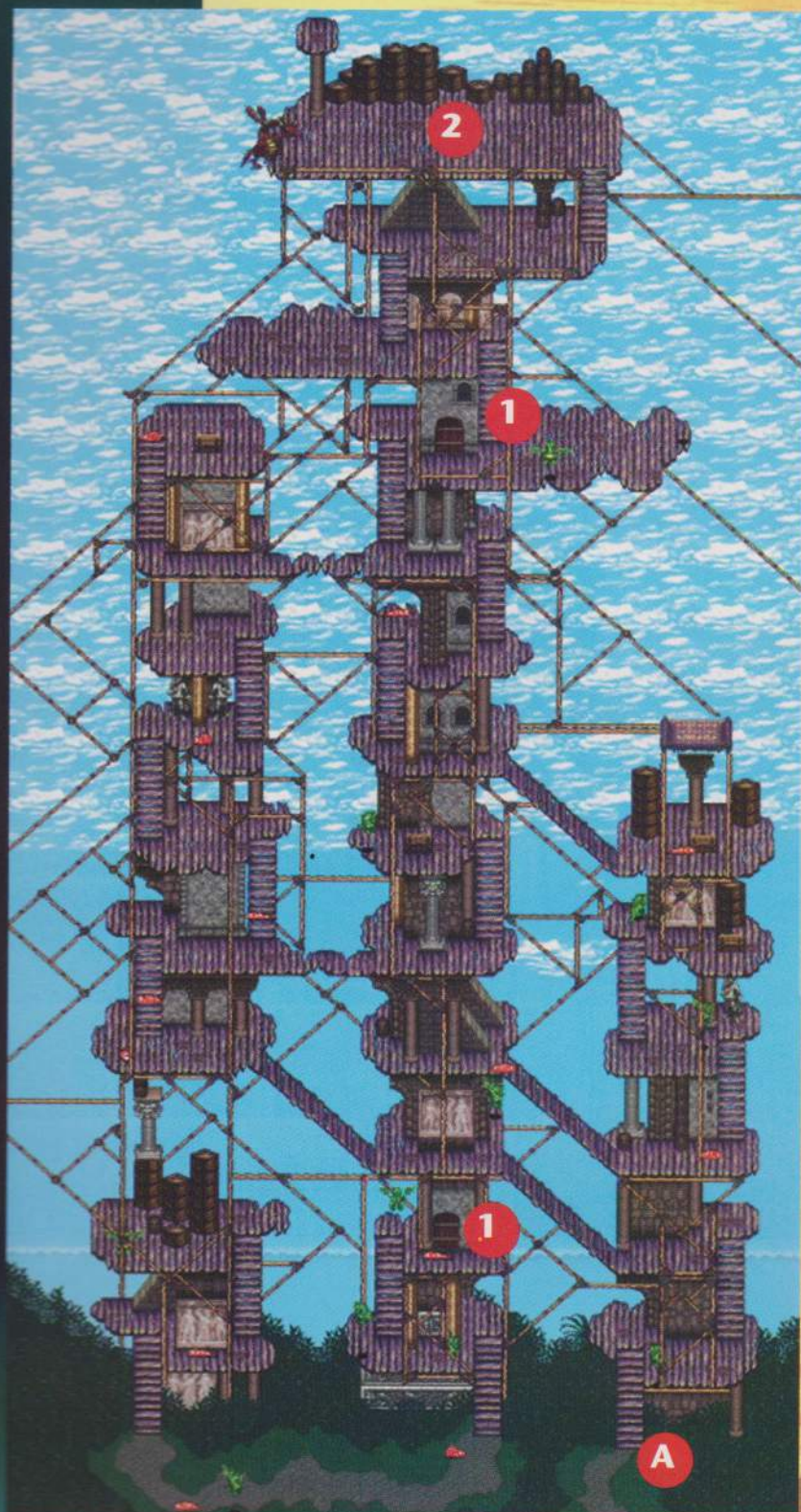
Ash	5@60 coins
Ethanol	5@100 coins
Brimstone	5@160 coins
Acorn	5@120 coins

Before you leave the castle, visit the chambers to the west and speak to Naris, the smartest boy in Ebon Keep. If you can guess the number of marbles he has in his hand, he'll give you a new formula. If you fail the first time, try again. (You must wait a few minutes before he lets you try again.)

New Formula

Super Heal	Heals both characters fully	2 ethanol and 1 acorn
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Gomi's Tower and the Puppet Fight



GOMI'S TOWER

- A. To Mystic Woods
- 1. Elevator
- 2. Sterling's Perch

What's Important?

- ☞ Leave Ebon Keep through the sewers.
- ☞ Bust down the barricade.
- ☞ Climb Gomi's Tower.
- ☞ Fight Sterling the Dragon.
- ☞ Meet Gomi.
- ☞ Learn **Lightning Storm** formula.
- ☞ Return to Ivor Tower.
- ☞ Fight Mungola and his Puppets.
- ☞ Return to Ebon Keep.
- ☞ Receive the Windwalker.
- ☞ Try to fix the Rocket.

Walkthrough of Gomi's Tower

When you emerge from Ebon Keep's sewers, notice the blocked path leading to the north. Smash it with the Knight Basher. Head north through a short stretch of swampland. You reach the base of a tower held together with spit and bailing wire. This amazing venue is Gomi's Tower.

Make your way to the top floor where you'll encounter Sterling, a much tougher dragon than the Timberdrake.



Boss: Sterling

- Set the Dog's attack level at 3 and equip yourself with the Lance. **Both** of you need to spend your time attacking Sterling.
- Sterling will try to grab you and drop you off the side of the tower. Stand far away from him and throw your Lance at him to avoid his grabbing attack.
- If you get dropped from the tower, climb just high enough so you can see half of Sterling's body. Stay below him and cast spells and hit him with your spear. As long as you stay beneath him, he won't be able to grab you.
- If Sterling wasn't bad enough, the tower is filled with Dragolyes and Gore Grubs.

When you beat Sterling, Gomi shows up and stops the fight. It seems Gomi is a friend of the dragons, and this tower is his way of being close to them. He then convinces Sterling to carry everyone to Ivor Tower's sewer entrance so you can sneak back in. Before you leave, he also gives you a new formula, **Lightning Storm**; he also lets you save. Venture through the sewers and up into the Ivor Tower.

New Formula

Lightning Storm

Multiple Lightning

1 iron and 2 ash

Walkthrough of the Puppet Fight

When you enter the castle, go straight up the stairwell to the evil Queen's chamber. The puppet show is the first door on the left side of the chamber. Enter the puppet chamber and find the evil Queen gloating from her balcony. She commands the puppets to attack.



Boss: Mungola and the Puppets

- Destroying the first four puppets exposes Mungola.
- Set the Dog's attack level at 3 and equip yourself with the Lance. Let the Dog take care of the puppets while you concentrate on Mungola.
- Mephista, the joker, occasionally heals Mungola, so destroy him before you go after Old Nick, the devil.
- Mungola has no physical attacks, so get as close as possible when attacking.
- When throwing the Lance at Mungola, wait for the puppets to get in your line of fire. This way you can get all three with one throw.

With Mungola defeated, the evil Queen dives at you from the balcony, but ends up falling through the floor and wrecking the castle foundation.

The King gives you 10,000 coins for saving him. You then immediately rush out of the chamber before the castle collapses. When you're safe at the bottom, speak to the King and he'll run screaming from the castle. Now it's time to return to Ebon Keep, so cross the chess board and head for Tinker's Lab.

Ending This Area

After the fight, exit Ivor Tower by the east door and cross the hedge maze to Ebon Keep. When you're inside the castle, go up to Tinker's Lab.

The glass trap is now disabled, so go straight in. Then go out the east door. Tinker lands in his latest invention, the Windwalker. He tells you he needs parts for his next invention, a rocket to shoot you up to the space station! You must bring him a valve wheel, a pressure gauge, and the Diamond Eyes to finish the rocket. Fortunately, he gives you the Windwalker and tells you that some of the parts are in Prehistoria. Hop in the Windwalker and head for Fire Eyes' Village.



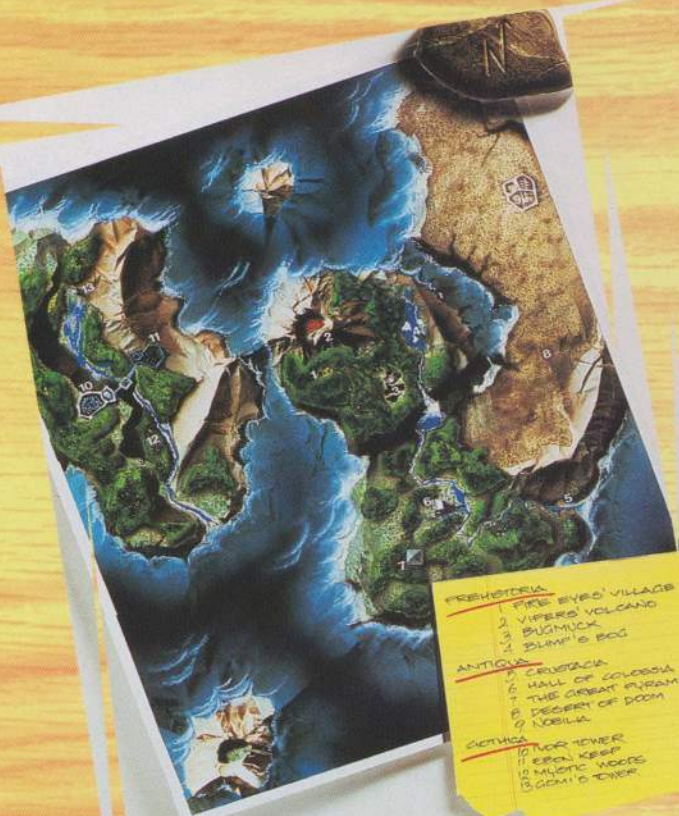
The Towns They Are A Changin'

- After you defeat the evil queen Bluegarden, the populace returns to Ebon Keep.
- You can buy new goods from the people of Ebon Keep, but Ivor Tower is now a ghost town.
- You can buy the following goods:

Dragon's Claw	950
Defender Collar	450
Knight's Helm	950
Shining Armor	900

Root	5@80
Mush	5@250
Acorn	5@50
Clay	5@30
Ash	5@50
Water	5@35





- PREHISTORY
1. FIRE BYRDS' VILLAGE
 2. VILPERS' VOLCANO
 3. BUGMUCK
 4. SLIMP'S BOG
- ANTIQUITY
5. CRYSTALCA
 6. HALL OF GOLDEN
 7. THE GREAT PYRAMID
 8. DESERT OF DOOM
 9. NOBILIA
- GOTHICA
10. TOWER
 11. ECHO KEEP
 12. MYSTIC WOODS
 13. GEM'S TOWER

Windwalker



Fire Eyes' Village, the New Bug, and Geysers

What's Important?

- ☞ Fly to Fire Eyes' village.
- ☞ Discover location of Wheel and Gauge.
- ☞ Visit Strong Heart.
- ☞ Learn **Miracle Cure** formula.
- ☞ Fight Coleoptera.
- ☞ Acquire the Wheel.
- ☞ Return to the Volcano.
- ☞ Acquire the Gauge.

Quest for Parts

Fly to the Plateau between Fire Eyes' village and Bugmuck. When you go into the Village, visit Elizabeth's hut and she tells you where the parts are. She wishes you well and sends you to Strong Heart. The alchemist has the following clue: The parts are in the Bugmuck and on the slope of the Volcano.

He also has a new formula for you called **Miracle Cure**, which is a stronger form of Cure that heals some damage. **Miracle Cure** is very effective, so replace **Cure** with it in your ready list. It's time to save your game and venture into the Bugmuck.



New Formula

Miracle Cure

Cure plus some Heal

2 Roots and 1 Vinegar



This part of the walkthrough is a straight rerun of the first part of your adventure. Race through the Tar Pits and into the Bug Maze. When you reach the arena at the head of the Giant Bug, you will find that a new Spider Boss has moved in. Coleoptera, the Spider Boss, is about 10 times tougher than Thraxx was; but you are now about a thousand times stronger.



Boss: Coleoptera

- Use your Lance against Coleoptera. This allows you to attack the heart without having to enter her body.
- Line up your shots at the edge of her heart. If you launch a level 3 Lance as her arm begins to drop, you'll inflict damage to both arms and her heart.
- Coleoptera has more attacks than Thraxx, and they're more powerful too. Keep your health points over 100.

After you beat Coleoptera, you receive the Wheel. Leave the Bugmuck and head back to Fire Eyes' village. Save your game, and then go to the volcano base. When you get to the Geysers, repeat the process you used to visit the Hermit from earlier in the game. Clear the vines off the first stone pad, then step on it. Slide down the left Cave, and then step on the next pad to launch yourself over the crater.

You land just to the right of the Geysers, next to a Gourd. Search the Gourd to find the Gauge. Now slide down through the cave to get back on the ground and return to the Windwalker.



REMEMBER:
1. VISIT THE VILLAGE
2. VISIT THE VOLCANO
3. BUSHYCA
4. DREAM'S EGG
ANTIQUES:
5. CRUSTACEAN
6. PAUL OF HOLLAND
7. THE GREAT INDIAN
8. DESERT OF DEATH
9. NOBILIA
QUESTS:
10. THE TOWER
11. THE KEEP
12. THE WOODS
13. THE TOWER

Ending This Level

When you reach the Windwalker, fly to Nobilia in search of Horace.

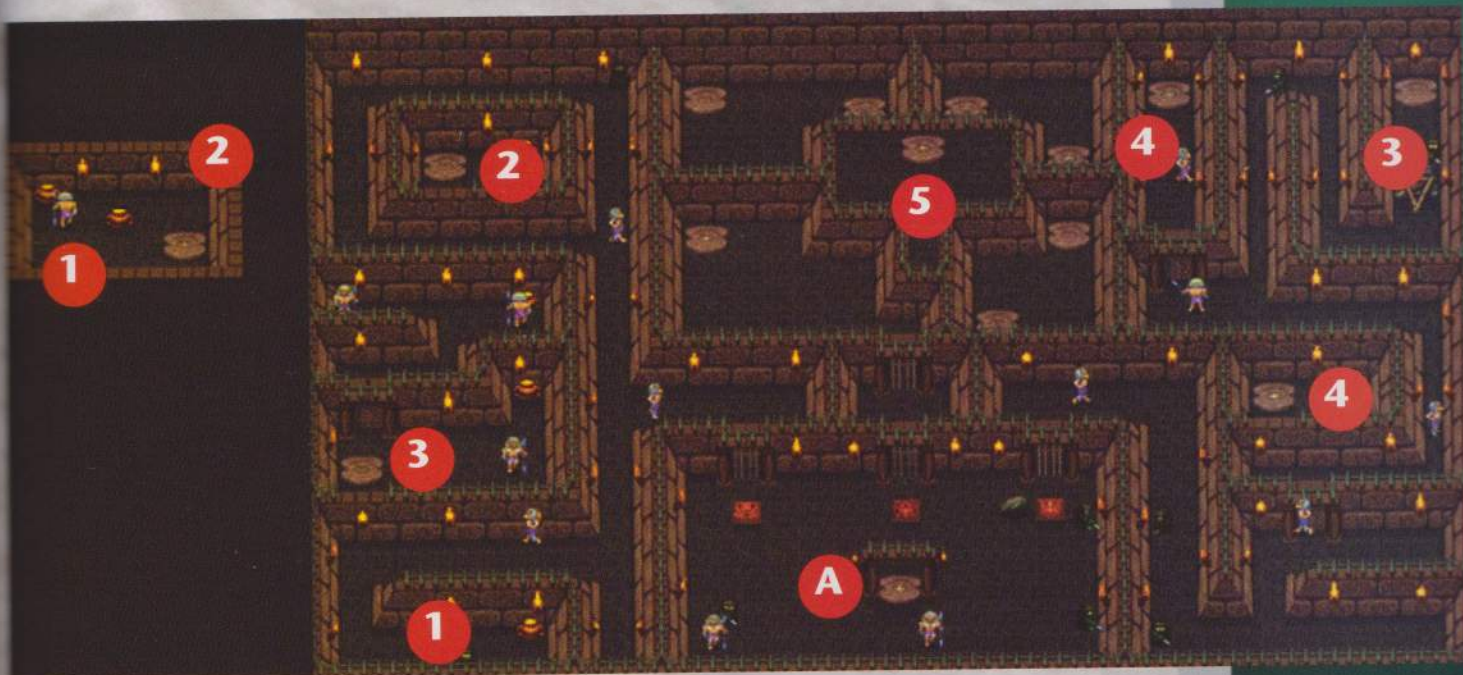


Nobilia, Underneath the Pyramid, and Tiny

What's Important?

-  Talk to Horace in Nobilia.
-  Discover Tiny's whereabouts.
-  Fly to Crustacia.
-  Go to the Great Pyramid.
-  Find Tiny in the Oglin Caves.
-  Receive the Diamond Eyes.
-  Return to Tinker's lab.
-  Give Tinker the parts.
-  Head into space.

Tiny, The Oglin Leader



TINY'S PYRAMID BASE

- A.** To Cave Entrance
- 1.** Secret Passage
- 2.** Teleporter Connection #1
- 3.** Teleporter Connection #2
- 4.** Teleporter Connection #3
- 5.** Tiny's Chamber

Walkthrough of Tiny, the Oglin Leader



If you fly to Nobilia and talk to Horace, he will tell you that Tiny has left Nobilia and become leader of the Oglins in a cave near the Great Pyramid. Fly to Crustacia, which is the nearest Fire Pit to the Pyramid, and head west to the Great Pyramid.

The water levels around the Pyramid have receded, exposing a cave at the bottom of the dry river bed. Sprint down the river bed and into the cave. When you enter the cave, a pack of Oglins try to start a fight. Just run through and step on the Teleporter in the middle of the room.



When you exit the Teleporter, you appear in a control room similar to the one inside the Pyramid. The room contains three golden floor switches and three gates that lead out of the room, and it's guarded by two Sons of Anhur and a half dozen Oglins. Destroy everyone in the room before you do anything.



Stepping on any floor plate opens the door in front of that floor plate. You can explore the area behind the right and left gates, but there is little to find. Behind the center gate is a fourth gate. To open this gate, use the **Levitate** formula on the rock that Tiny left. The rock will land on the rightmost pressure plate. Have the Boy stand on the middle plate and the Dog stand on the leftmost plate. This opens the fourth gate. Go through the gate and you'll see Tiny standing above a Teleporter Maze; however, he's not terribly happy to see you and begins throwing Oglins at you.



Boss: Tiny

- ☛ The Teleporter Maze is easier than it looks. Step on a teleporter and wherever you come out, get right back on the same teleporter. After a quick circuit of the area, you will appear next to Tiny.
- ☛ Just ignore the Oglin's—they're more of a nuisance than anything.



When you reach Tiny he surrenders the Diamond Eyes to you without a fight and asks you to leave him in his shame. Stepping on the Teleporter pad takes you back to the entrance. Return to the Windwalker and fly back to Tinker's lab.

Speak to Horace

- ☛ Before you leave this area, stop and talk to Horace. He'll give you a new formula.

New Formula

Barrier Shields hero shortly and recovers some HP

1 limestone and 2 bones



Ending This Area

When you return to the Windwalker and fly back to Tinker's place, find Tinker and give him the parts. He finishes building his Rocket and you're put on board. You blast off from Evermore and are launched towards the orbiting space station of Omnitopia. Your ship lands and is promptly carried to the Junkyard.



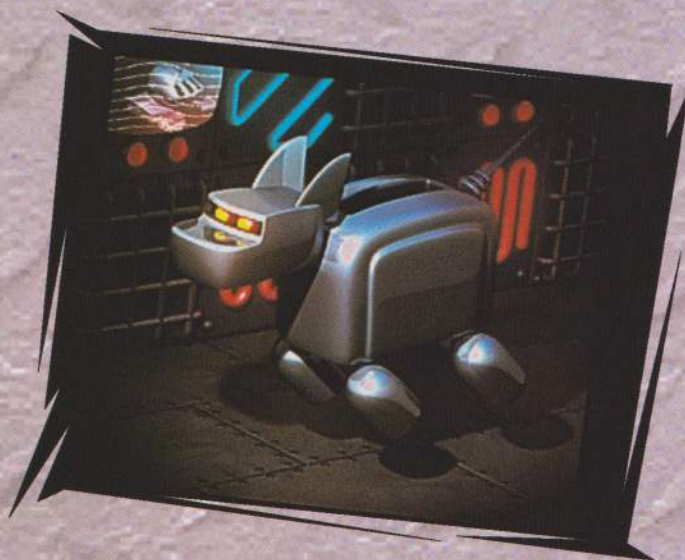
Omnitopia



Junkyard, Surface Maze, and Control Rooms

What's Important?

- 🔧 Dumped in Junkyard.
- 🔧 Assist Guardbot.
- 🔧 Receive Neutron Blade.
- 🔧 Learn **Reflect** formula.
- 🔧 Activate Cooling Machine.
- 🔧 Deactivate Alarm Room.
- 🔧 Shut off lights in Greenhouse.
- 🔧 Find Doctor Ruffleburg.
- 🔧 Learn **Call-Up** formula.
- 🔧 Receive Laser Lance.



Walkthrough of Metropolis Omnitopia



JUNKYARD

- A.** Landing
- B.** To Jail

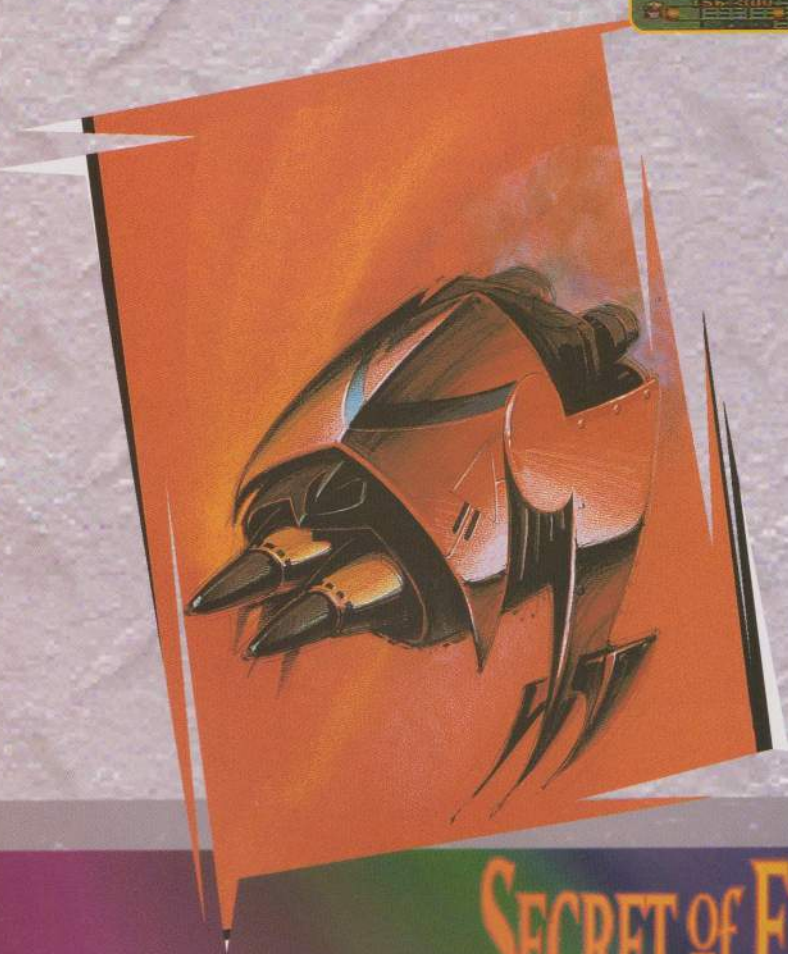
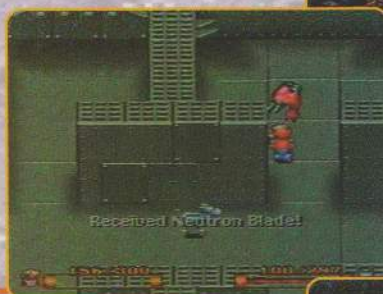
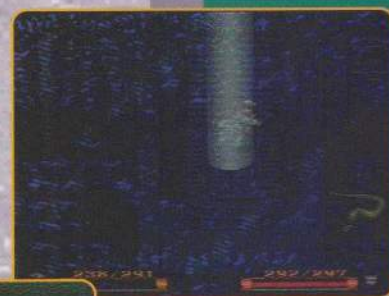
- 1.** Guardbot
- 2.** Teleporter

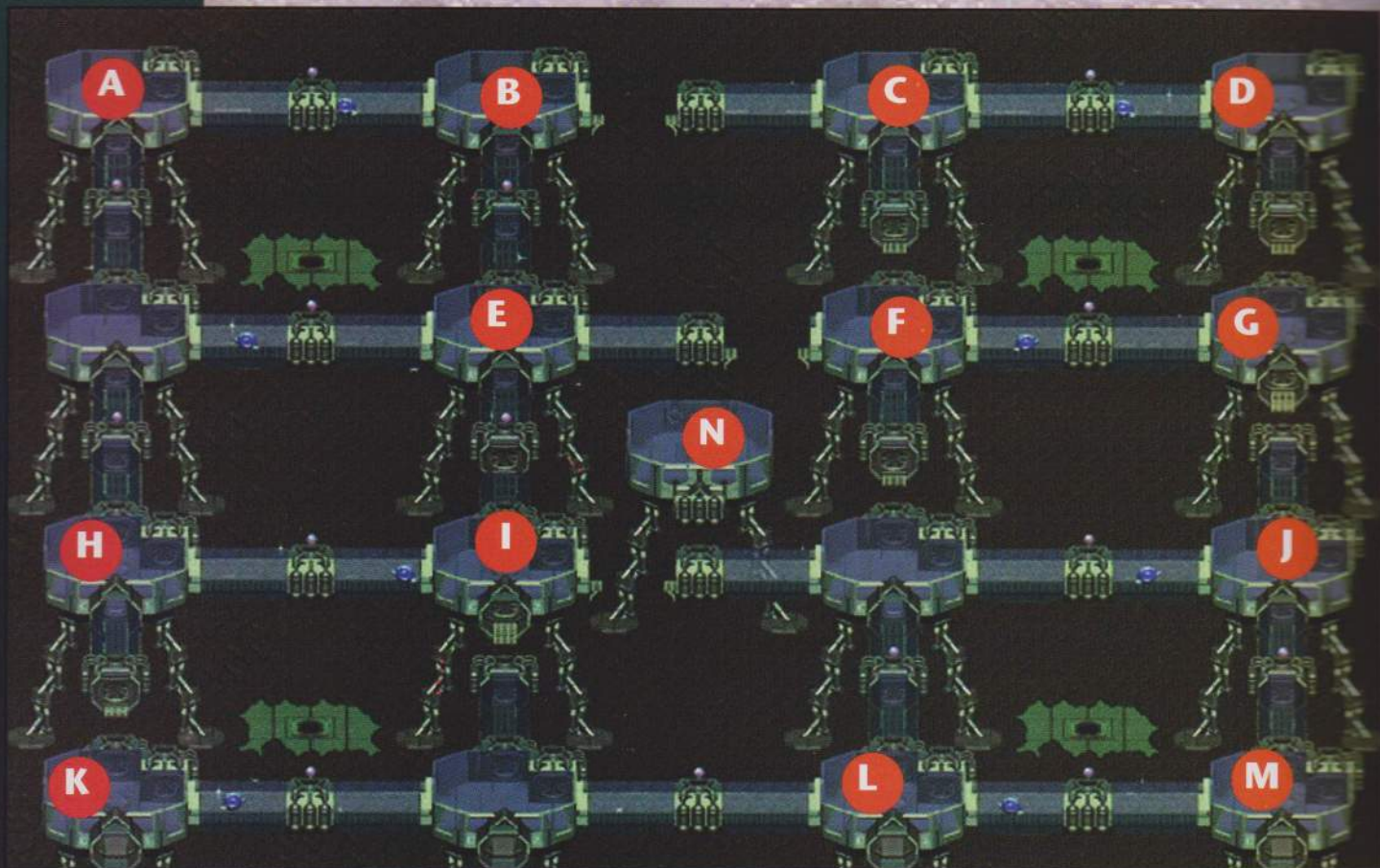
The first thing you notice when you jump out of your Rocket is that your Dog has changed—again. This time he looks like a cross between a robot canine and an electric toaster. Looks can be deceiving, however, because this Toaster Dog packs a mega-blast that can inflict 2,000 points of damage!

Talk to the Guardbot and you'll find he's very depressed, because his relief 'Bot is not there to replace him. If you can find his replacement, he'll be more than a little grateful. Head for the gravity lift at the top of the room. You pass what looks like a teleporter, but it's currently not operational. Make a mental note of its location and get moving.

The gravity lift deposits you in the middle of what looks to be an intergalactic zoo. The first cell has four switches on the wall. Flip the middle switches and release the Guardbot in the last cell. Talk to the Guardbot and he'll give you the Neutron Blade. It just so happens this is the "replacement" Guardbot, so head back down to the junkyard and let the other Guardbot know his replacements are on the way. As a thank you, the Guardbot gives you the formula for **Reflect**.

Head back up to the zoo and take a look around. If you want a challenge, throw the other switches and release the rest of the beasts. Beware, one of these beasts is a very powerful Mecha-Raptor. Take the gravity lift up to the spacestation's surface.





SURFACE MAZE

- A.** To Prison
- B.** To Market
- C.** To Greenhouse Exit
- D.** To Prof. Ruffleburg's Lab
- E.** Inn
- F.** To Greenhouse Entrance
- G.** To Alarm Room Exit
- H.** To Climate Control Entrance #2
- I.** To Climate Control Entrance #1
- J.** To Alarm Room Entrance
- K.** To Climate Control Exit #2
- L.** To Control Room
- M.** To Warehouse
- N.** To Final Room

The surface is covered with nearly identical chambers many of which are connected by short walkways. In most of the chambers you'll find two iris doors. Floor irises lead to underground rooms much like the area you just came from. The wall iris will take the Dog outside the chamber's "safety." Both characters can pass through the floor iris, but only the Dog can leave the chamber.

The walkways are protected by Eye of Rimsalas and Sphere Bots. You can expect to find an Eye of Rimsala in nearly every horizontal walkway. They're very tough, but they're unable to do much damage to the Dog. Charge the Dog's attack before you enter any walkway, and make sure the Boy hangs back until the way is cleared.

Destroying the Sphere Bots takes a little work, but they don't put up much of a fight. To get at them, send the Dog out the wall iris and he'll appear above the chamber. Charge his attack to level 3 then blast away. One shot should do the job. If you want you can take out all of the Sphere Bots now, or you can wait for later. If you want to destroy them all now, destroy the two connected to the initial chamber last so the Boy doesn't wander around and get himself killed.

Your first stop should be the Cyber Market. You can purchase alchemy ingredients, armor, items, and best of all, Bazooka ammunition. Stock up on what you can, but don't purchase any new armor unless you have plenty of credits. You'll soon be able to buy stronger armor and you need a good chunk of credits to make the purchase.



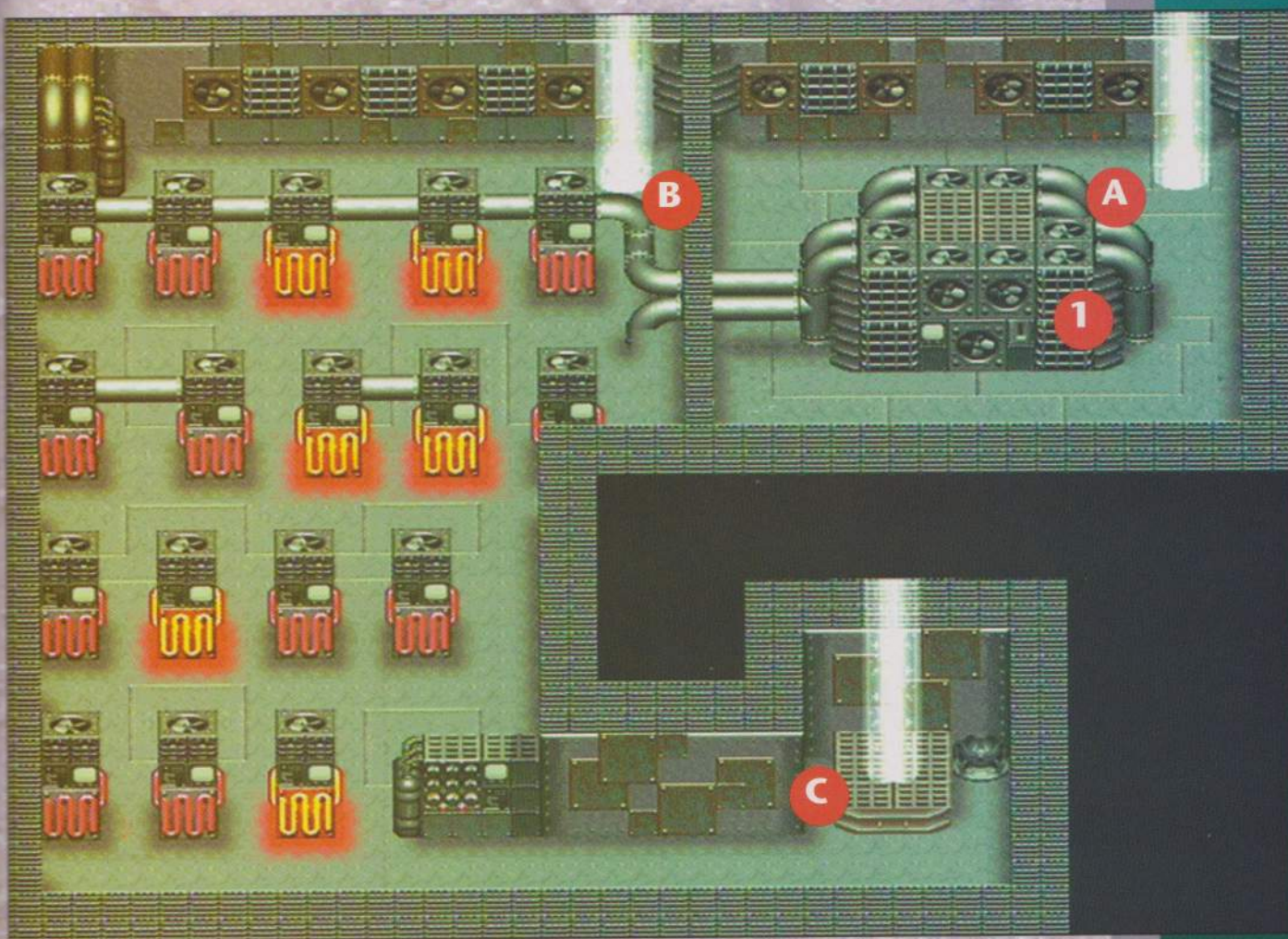
Shop Smart

- 🦷 Buy lots of Bazooka ammo; it's much needed in this maze.
- 🦷 Talk to the Mechadusters; one of them gives you a color sequence for a later control panel.

Now head south and you'll find a Cyber-Inn. Take a rest if your characters are low on energy, but be sure to save your game even if you don't want to stay at the Inn.

Talk to the Mechadusters near the Inn and one will give you a color code. Write the code down and jump into the gravity-lift to the left of the Inn.





CLIMATE CONTROL

- A. To Surface Maze (C2)
- B. To Surface Maze (C1)
- C. To Surface Maze (D1)

1. Cooling Machine



Your next stop is the "Cooling Machine" directly south of the Inn. Flip the switch on the Cooling Machine to put it in motion. You won't notice its effect now, but this is a vital step. Take the gravity-lift back to the surface and head left to the "Boiler Room."

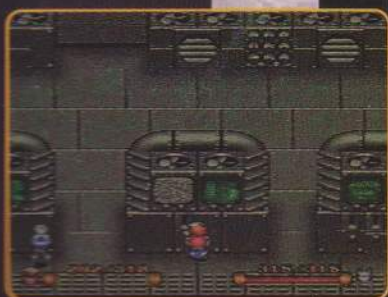
The next room is full of super-heated machines. If you turned on the Cooling Machine, it has cooled several of them to the point where you can pass them. If you didn't stop by the Cooling Machine, you won't be able to get anywhere. Navigate your way through this scorching maze and you'll find a storage ball, containing the Old Reliable Helmet, by the gravity-lift. Head back to the surface and go right to the Control Room.



As soon as you enter the Control Room, you'll be assaulted by Floating Fans. They look a lot meaner than they really are. Destroy them, then head for the three consoles. The consoles to the left control the lighting for the Greenhouse and the Warehouse. When you turn the Warehouse lights on, the Greenhouse lights automatically turn on, because the two switches are connected. Visit the Warehouse and then return here. You should turn off the Greenhouse lights before you enter it. The right console has three switches that are used to enter security codes. Beneath each switch is a light that changes from Red to Blue to Green. Enter the code the Mechaduster gave you near the Inn and you'll disable the Alarm Room.



Before you take off, you may have noticed a screen on the back wall. The screen is currently displaying the word "locked," but if you enter the proper code into the right console you'll unlock a hidden iris under the screen. The code is random.



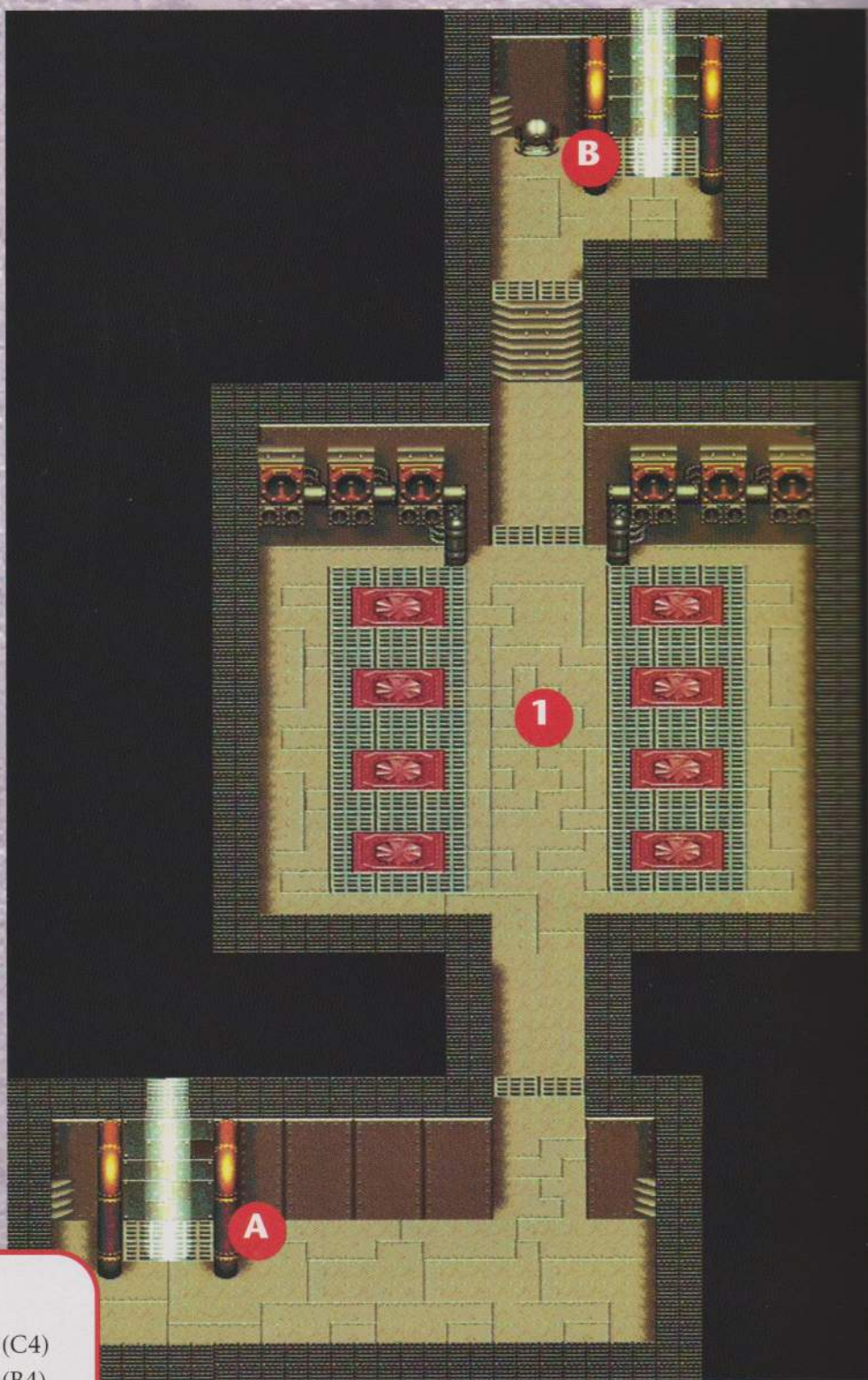
Mini-Boss: Face-Man

- ☞ At the end of the underground chamber are two large stone faces. They don't have physical attacks, but they do use a powerful Flash alchemy.
- ☞ Protect both characters with the **Reflect** alchemy and set the Dog to attack at level 3.
- ☞ Stay to the left or the right so you only have to fight one Face at a time.
- ☞ Defeating the Faces gets you a large amount of credits and thirty Particle Bombs for your Bazooka.

Now head back to the surface and on to the Warehouse. Inside the Warehouse you'll find lots of goodies protected by a few Floating Fans and Mechadusters. Open all the storage balls and head to the surface. Go north to the Alarm Room.

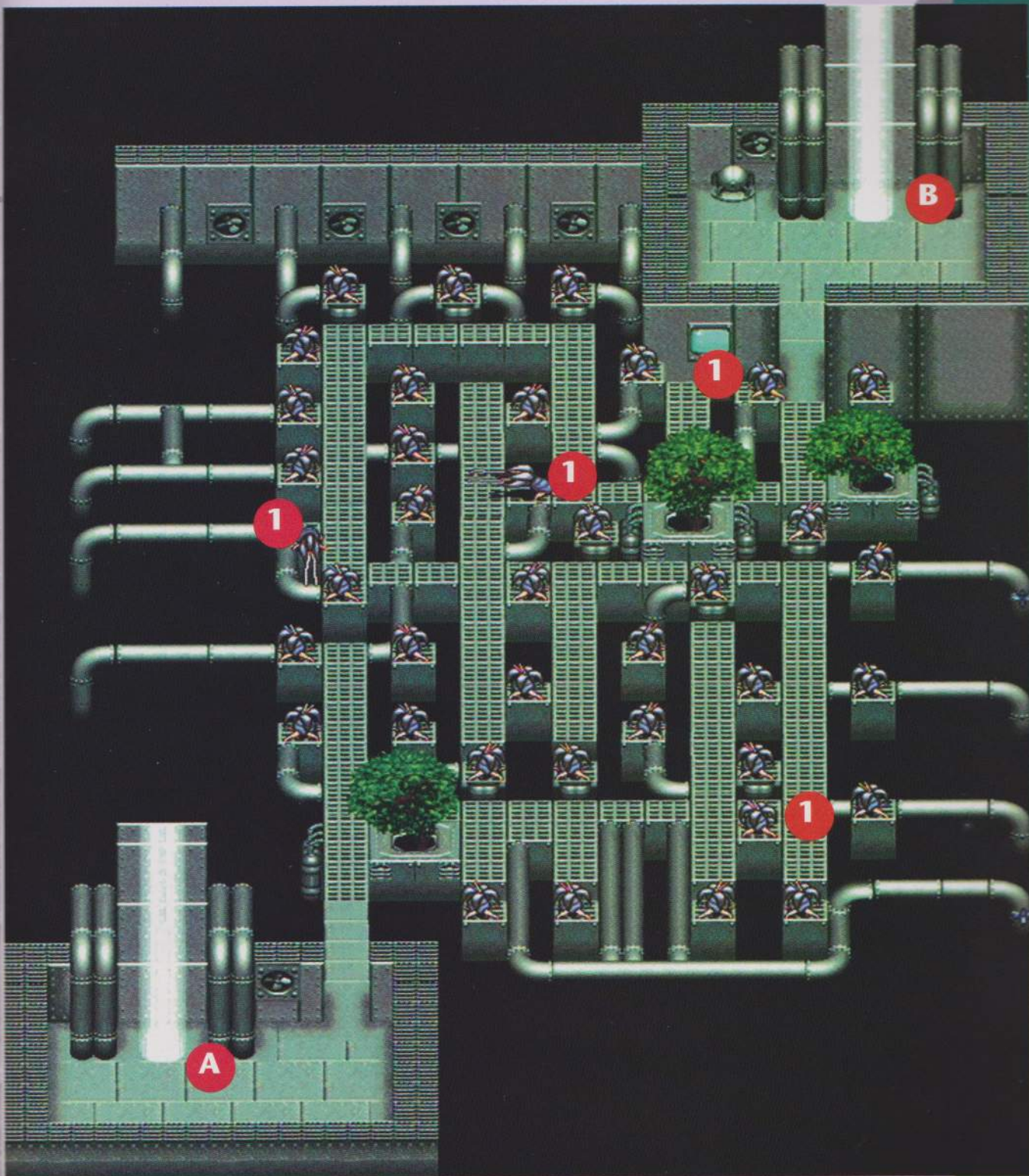
If you deactivated the Alarm Room, just run right through to the exit. Don't forget to stop and open the storage ball to get the Titanium Vest. If you failed to deactivate the Alarm Room, the door closes behind you and Guardbots begin to pour out of the floor irises two at a time. When you defeat all the Guardbots, the door opens and you can move on to the Greenhouse.





ALARM ROOM

- A. To Surface Maze (C4)
- B. To Surface Maze (B4)
- 1. Guardbot Chamber



GREENHOUSE

- A.** To Surface Maze (B3)
- B.** To Surface Maze (A3)

- 1.** Active Flowering Deaths



Wander through the darkened Greenhouse to the lift on the far side. There's really nothing to look out for if you shut off the lights. If you didn't, turn around and shut them off before you proceed. The Greenhouse is full of Flowering Deaths. These floral fiends will rip you apart if you try to pass them when the lights are on. Shutting the lights off puts them to sleep. When you reach the surface, head right to Professor Ruffleburg's Lab.



Beware of Flower

- You need to turn off the Greenhouse lights because there is a massive, deadly plant in the room, called Flowering Death. It's positioned right along the path you must take to get through the Greenhouse.
- This plant is *almost* invincible, and can destroy you in a single shot. Therefore, it's much better to avoid this plant, don't you think?

Ending This Area



The Professor is very glad to see you, so much so in fact that he tells you the whole problem is the Evil Robot Butler, Carltron, who sabotaged the original experiment.

Professor Ruffleburg asks you to help stop Carltron. Carltron's hide-out can only be reached by powering the Teleporter in the Junkyard with an Energy Core.



When you offer to retrieve the Energy Core, the Professor opens a second trapdoor on the Chess Board that leads to the core. Of course you'll need a ride, so the good Professor loans you an Escape Pod to return to Evermore.

He also gives you a new formula, called **Call Up**, that lets you create Call Beads. The Professor is now on Call to you and he has a total of three Call spells.



New Formula

Call Up	Creates Call Bead	1 Meteorite and 1 Dry Ice
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Professor's Call Spells

Disrupt	Same as Confound, but with more power
Restore	Heals both heroes to Maximum
Electra-Bolt	Multiple Lightning blasts

When you go to the Escape Pod, search the Storage Ball by the lift. The lift contains the Laser Lance, which is the ultimate spear weapon. After finding the Laser Lance, head down the lift and fly to Ebon Keep.

The Laser Lance

- ❧ Don't enter the final battle until you're able to use the Laser Lance at attack level three.
- ❧ The Laser Lance is the weapon of choice for the final battle. The Bazooka is also a good choice.



Side Trip to Evermore, and Prep for Fight

What's Important?

- Visit Tinker.
- Learn **Nitro** formula.
- Receive Atom Smasher.
- Find Energy Core.
- Learn **Force Field** formula.
- Learn **Stop** formula.
- Return to Omnitopia.
- Learn **Energize** formula.

Walkthrough of the Side Trip Available Goods

Brainstorm	13,200 Credits
Virtual Vest	14,400 Credits
Virtual Glove	14,400 Credits
Spot's Collar	6,000 Credits

Land at Ebon Keep and go see Tinker. He has a new formula, **Nitro**, on his desk and the Atom Smasher in the chest next to the desk.

New Formula

Nitro	Big explosion	1 Gun Powder and 2 Grease
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Then go through the west side of the Keep to the Chess Board and slip through the Hedge Maze. Enter the new trapdoor and find the Energy Core. At the bottom of the stairs is an alchemist. The alchemist will give you a new formula, **Force Field**. If you have the Oracle Bone, he'll give you a second formula, **Stop**.

New Formulas

Force Field	Next hits/no effect	1 Grease and 1 Iron
Stop	Stops next attacks	2 Wax and 1 Crystal

Last Chance

☞ Spend money like crazy, because it's the last time you will need it. You need to take plenty of Alchemy Goods into the final fight.

Now that you have the Energy Core, fly back to Omnitopia and the Professor's Lab.

Talk to the Professor and he gives you a new formula, **Energize**. Use his computer terminal to buy the strongest armor you can.

New Formula

Energize	Full power for 3 shots	1 Crystal and 1 Iron
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Ending This Area

When you are rearmed and ready, go back through the Surface Maze to the Junkyard. This is your last chance to rest or purchase items, weapons, armor, and components. Don't go any further until you are sure you've done everything you need to do, including equipping whatever alchemy formulas you wish to use in the final battles.

Now go to the broken Teleporter. When you search it, the Energy Core is inserted and it activates. You get one final chance to save, then you're whisked away.



Confront Carltron, Save the World

What's Important?

- Fix Telepod.
- Fight Fans and Speakers.
- Fight Mecha-Raptors.
- Fight Eye of Rimsalas.
- Fight Bad Boy and Dark Toaster.
- Fight another Magmar.
- Fight Carltron's Robot.
- Return to Podunk.

Walkthrough of The Final Fight

You reappear at the center of the surface maze. Enter the floor iris and you're transported into a small room with Fans and Speakers lining the wall to the north. They are normally inactive, but if you approach the stairs in front of them, they push you back until you touch the southern wall.

The room is lined with pipes that drop small bombs every few seconds. The bombs blow up shortly after landing. If you watch, you can see when a bomb is about to explode because it begins to pulsate.

In order to defeat this contraption, you must destroy all of the Fans and Speakers to expose several switches hidden behind them.



Boss: Fans and Speakers

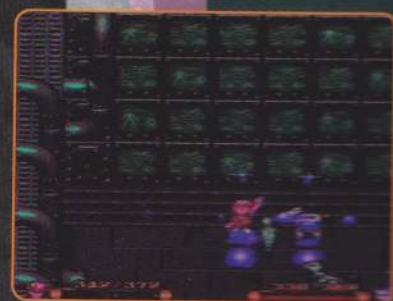
- ❧ Set the Dog to attack level 3. He can destroy a Fan or Speaker in as little as two shots.
- ❧ The Speakers and Fans can be destroyed with direct attacks, but the Boy's attack is really too weak to do serious damage.
- ❧ Stick to the middle of the room and stand in front of the Speaker/Fan you wish to destroy. When the bombs drop, smack them into the Speaker/Fan. The bombs will do massive damage when they explode.
- ❧ If the Speaker/Fans start to push you back, wait for a break in the bombing and dash to the back wall. If you walk towards the top, you can hold your position until things clear up.
- ❧ Before you hit the switches, make sure you heal both characters and prepare your defensive alchemies.

After you hit the last switch, a Video Wall forms. The image of the upcoming beasties can be seen on the wall of monitors. The first three waves are two Mecha-Raptors.

These guys are extremely fast and deadly; two of them can pin you in a corner and kill you in seconds.

Boss: Raptors

- ❧ Stay on the move and look for the easy shots. Try to avoid getting backed into a corner.
- ❧ Cast **Energize** on both your characters. This should give you enough power to destroy the Raptors quickly.
- ❧ Use your spells to line up shots. The Raptors will be momentarily stunned when hit with a spell. If both characters are **Energized**, they can use this opportunity to line up a devastating attack.
- ❧ Between each wave, a Mechaduster comes out and sweeps up. Do *not* kill it! Killing the Mechaduster just triggers a Death Spider to protect the next duster. If you kill several Mechadusters, you'll have to deal with several Death Spiders. Just ignore them, and use the time to prepare for the next wave.



After the Raptors, you're attacked by a team of three Purple Rimsala gems. This is a lot of gems for such a small room, but they can be beaten with a little patience.

Boss: Eye of Rimsala



- ☞ You'll want to use basically the same kind of strategy against the Eyes that you used against the Raptors.
- ☞ Set the Dog to attack level 3. He can take out an Eye in about two shots.
- ☞ Use **Energize** on both characters so every hit is a powerful one.
- ☞ Throw alchemies to stun the enemies and line up a solid shot.
- ☞ The Eyes move in very predictable patterns and often overlap each other. Use these opportunities to do damage to several enemies with one shot.
- ☞ If it gets too hectic, cast a **Stop** spell on the Eyes and regroup while they sit motionless.

After the Eyes have been defeated, the chamber produces a clone of the Hero, **Bad Boy**. Bad Boy is very weak and will often be killed by the Dog as soon as he appears. As soon as he is defeated, the chamber creates a **Dark Toaster**. The Dark Toaster is considerably tougher than Bad Boy, so don't let Bad Boy's defeat go to your head.

This evil pup is just as deadly as your Toaster Dog, but with computer speed. The autofire attack is plain nasty, and Dark Toaster tends to target the Kid. It takes 10,000 points of damage to destroy this abomination.



Boss: Bad Boy and Dark Toaster

- ☞ If Bad Boy lives long enough to put up a fight, simply stay back from him and nail him with your Lance.
- ☞ Make sure both characters are **Energized** during the fight.
- ☞ Keep a close eye on your energy and keep yourself pumped up with defensive alchemies.
- ☞ Use the alchemy/Lance combination to take out Dark Toaster quickly.



When Dark Toaster explodes, Magmar bursts through the Video Wall. The secret to beating Magmar is to keep constant pressure on him. He really isn't that tough, but the chamber will heal him when his energy gets low.

Boss: Magmar

- ☞ Use the combination of **Energize** and **Reflect** on your characters. **Energize** will make it easy to do large amounts of damage in a short amount of time; **Reflect** will protect you from Magmar's alchemy.
- ☞ Pin him in a corner and keep the pressure on. Throw alchemy at him if you need to set up an attack.
- ☞ If the computer tries to heal Magmar, hit him before the first **Heal** takes effect. The hit knocks him out of the healing cycle.
- ☞ If the computer manages to heal Magmar, take the time to refresh your own status and strengthen the effect of your alchemies.

After Robot Magmar is defeated, Carltron's Robot shows up.



Boss: Carltron's Robots

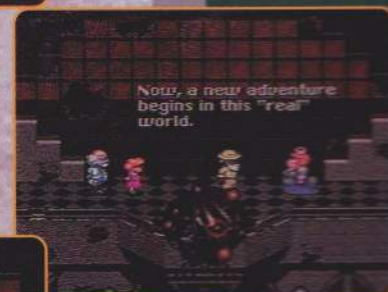


- Play the Kid in this fight and set the Dog to attack level three. Cast Energize on both characters for maximum effect.
- As soon as Magmar is defeated, run to the side. Carltron appears instantly in an attempt to catch you off guard. If your energy is low, he can defeat you with his initial attack.
- Carltron never pauses during his attack, therefore the alchemy/Lance combination won't work in this battle.
- The big damage shot is at the top of the screen, straight into Carltron's side. When you enter this area, Carltron sets off a series of explosions that can do serious damage to you. Take your shot and run away before he can react.
- Stand just off Carltron's center and his rockets will fly right past you, but you'll be able to nail him in the knee.
- Never let your energy get below one hundred.



Let's Go Home

With Carltron's destruction the evil element is eliminated from Evermore. Unfortunately, this disrupts a fragile harmony and Evermore begins to fall apart. Our hero and his friends must leave Evermore forever, or Evermore will be destroyed. They return to their reality, but their legend will remain.



Creature List

The following list is a summary of the beasts and Boss Monsters you will encounter in this game. Each character has several vital statistics. One important note: some creatures have a **Magic Defend/%** value. Where there is a percent listed, this represents the percent of damage the creature takes from Magic Spells. If this value is 100%, the creature takes full damage from spells. If this value is 0%, the creature is *totally immune* to magic. An annotated version of these entries is given first, just to explain the details:

Monster Name

HP	Hit Points
AP	Attack Power
DP	Defense Power
MD/%	Magic Defense/Damage Percent
Exp	Experience Points
\$	Currency Gained
SA	Special Attacks
Loc	Area Located

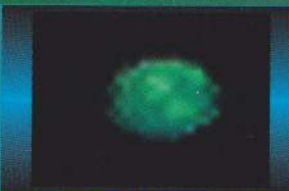
Aegis			
HP	3800		
AP	20		
DP	80		
MD/%	32/50%		
Exp	3000		
\$	1200	SA	Yes
		Loc	Gothica

Aquagoth			
HP	2500		
AP	0		
DP	0		
MD/%	22/65%		
Exp	5000		
\$	0	SA	Yes
		Loc	Antiqua

Bad Boy			
HP	700		
AP	85		
DP	200		
MD/%	32/50%		
Exp	400		
\$	333	SA	Yes
		Loc	Gothica

Bad Dawg			
HP	120		
AP	62		
DP	160		
MD/%	32/50%		
Exp	20		
\$	20	SA	No
		Loc	Antiqua

Blue Goo

HP	70		
AP	43		
DP	160		
MD/%	0		
Exp	150	SA	No
\$	30	Loc	Gothica

Bone Buzzard

HP	40		
AP	28		
DP	80		
MD/%	-63/199%		
Exp	300	SA	No
\$	40	Loc	Antiqua

Carniflower

HP	30		
AP	18		
DP	48		
MD/%	32/50%		
Exp	6	SA	No
\$	7	Loc	Prehistoria

Dancin' Fool

HP	100		
AP	50		
DP	160		
MD/%	16/75%		
Exp	70	SA	No
\$	10	Loc	Antiqua

Dark Rat

HP	20		
AP	35		
DP	120		
MD/%	38/40%		
Exp	30	SA	No
\$	10	Loc	Gothica

Bomb

HP	200		
AP	0		
DP	800		
MD/%	-63/199%		
Exp	0	SA	No
\$	0	Loc	Omnitopia

Carltron's Robot

HP	30000		
AP	220		
DP	360		
MD/%	60/5%		
Exp	100000	SA	Yes
\$	0	Loc	Omnitopia

Coleoptera; Heart

HP	6000		
AP	0 (claws)		
DP	0 (exposed)		
MD/%	0 (exposed)		
Exp	10000	SA	Yes
\$	4000	Loc	Prehistoria

Dark Raptor

HP	300		
AP	80		
DP	48		
MD/%	38/40%		
Exp	290	SA	No
\$	48	Loc	Gothica

Dark Toaster

HP	10000		
AP	175		
DP	240		
MD/%	57/10%		
Exp	5000	SA	No
\$	20	Loc	Omnitopia

Death Spider

HP	6000		
AP	325		
DP	400		
MD/%	57/10%		
Exp	5000		
\$	250	SA	Yes
		Loc	Omnitopia

Early Raptor

HP	40		
AP	12		
DP	32		
MD/%	38/40%		
Exp	16		
\$	29	SA	No
		Loc	Prehistoria

Fan

HP	2500		
AP	0		
DP	1400		
MD/%	57/10%		
Exp	0		
\$	0	SA	No
		Loc	Omnitopia

Floating Fan

HP	700		
AP	101		
DP	300		
MD/%	48/25%		
Exp	300		
\$	10	SA	No
		Loc	Omnitopia

Footknight

HP	2400		
AP	55		
DP	200		
MD/%	51/20%		
Exp	850		
\$	200	SA	No
		Loc	Gothica

Dragoyle

HP	300		
AP	89		
DP	160		
MD/%	0		
Exp	150		
\$	60	SA	No
		Loc	Gothica

Eye of Rimsala

HP	1200		
AP	40		
DP	80		
MD/%	16/75%		
Exp	1200		
\$	1000	SA	Yes
		Loc	Antiqua

Final Rimsala

HP	6000		
AP	175		
DP	400		
MD/%	0/100%		
Exp	1050		
\$	0	SA	No
		Loc	Omnitopia

Flowering Death

HP	10000		
AP	2250		
DP	2400		
MD/%	63/1%		
Exp	600		
\$	100	SA	No
		Loc	Omnitopia

Frippo

HP	40		
AP	18		
DP	60		
MD/%	32/50%		
Exp	12		
\$	19	SA	No
		Loc	Prehistoria

Gargon

HP	300		
AP	55		
DP	160		
MD/%	0		
Exp	150		
\$	60	SA	No
		Loc	Gothica

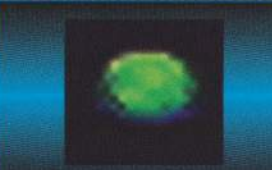
Green Raptor

HP	50		
AP	28		
DP	48		
MD/%	38/40%		
Exp	24		
\$	48	SA	No
		Loc	Prehistoria

Guardbot

HP	500		
AP	125		
DP	320		
MD/%	32/50%		
Exp	500		
\$	20	SA	No
		Loc	Goth./Omni.

Lime Slime

HP	70		
AP	32		
DP	120		
MD/%	0		
Exp	50		
\$	30	SA	No
		Loc	Antiqua

Maggot

HP	30		
AP	13		
DP	12		
MD/%	16/75%		
Exp	4		
\$	4	SA	No
		Loc	Prehistoria

Gore Grub

HP	150		
AP	88		
DP	12		
MD/%	16/75%		
Exp	85		
\$	10	SA	No
		Loc	Gothica

Guardbot (Early)

HP	30		
AP	2		
DP	0		
MD/%	0		
Exp	0		
\$	0	SA	No
		Loc	Opening

Hedgadillo

HP	90		
AP	54		
DP	180		
MD/%	38/40%		
Exp	180		
\$	10	SA	No
		Loc	Gothica

Mad Monk

HP	60		
AP	28		
DP	80		
MD/%	16/75%		
Exp	20		
\$	75	SA	Yes
		Loc	Antiqua

Magmar

HP	1000		
AP	37		
DP	40		
MD/%	41/35%		
Exp	500		
\$	900	SA	Yes
		Loc	Prehistoria

Mechaduster

HP	600		
AP	85		
DP	160		
MD/%	57/10%		
Exp	600	SA	No
\$	280	Loc	Omnitopia

Mega-taur

HP	2600		
AP	70		
DP	120		
MD/%	0		
Exp	2500	SA	Yes
\$	3000	Loc	Antiqua

Metal Magmar

HP	25000		
AP	170		
DP	360		
MD/%	0/100%		
Exp	50000	SA	Yes
\$	0	Loc	Omnitopia

Metal Raptor

HP	4000		
AP	225		
DP	400		
MD/%	51/20%		
Exp	24	SA	No
\$	48	Loc	Omnitopia

Mini-taur

HP	500		
AP	57		
DP	76		
MD/%	48/25%		
Exp	1000	SA	Yes
\$	10	Loc	Ant./Goth.

Mega Rat

HP	20		
AP	35		
DP	120		
MD/%	38/40%		
Exp	30	SA	No
\$	10	Loc	Omnitopia

Mephista

HP	500		
AP	79		
DP	0		
MD/%	0		
Exp	1000	SA	Yes
\$	250	Loc	Gothica

Metal Mosquito

HP	1		
AP	175		
DP	0		
MD/%	0		
Exp	1	SA	No
\$	1	Loc	Omnitopia

Metal Skullclaw

HP	200		
AP	37		
DP	0		
MD/%	16/75%		
Exp	20	SA	No
\$	20	Loc	Antiqua

Mosquito

HP	1		
AP	2		
DP	0		
MD/%	0		
Exp	1	SA	No
\$	1	Loc	Prehistoria

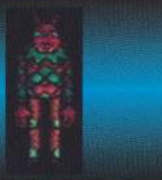
Mummy Cat

HP	100		
AP	42		
DP	240		
MD/%	0		
Exp	160	SA	No
\$	60	Loc	Antiqua

Neo Greeble

HP	300		
AP	118		
DP	200		
MD/%	0		
Exp	500	SA	No
\$	0	Loc	Omnitopia

Old Nick

HP	500		
AP	79		
DP	100		
MD/%	0		
Exp	1000	SA	No
\$	250	Loc	Gothica

Rat

HP	20		
AP	30		
DP	120		
MD/%	38/40%		
Exp	30	SA	No
\$	10	Loc	Gothica

Rogue Pirate

HP	200		
AP	53		
DP	40		
MD/%	48/25%		
Exp	100	SA	No
\$	10	Loc	Antiqua

Mungola

HP	5000		
AP	0		
DP	160		
MD/%	13/80%		
Exp	8000	SA	Yes
\$	0	Loc	Gothica

Oglin

HP	120		
AP	48		
DP	88		
MD/%	0		
Exp	150	SA	No
\$	100	Loc	Antiqua

Purple Rimsala

HP	3000		
AP	145		
DP	80		
MD/%	16/75%		
Exp	3000	SA	No
\$	1000	Loc	Omnitopia

Red Wisps

HP	40		
AP	42		
DP	160		
MD/%	0		
Exp	20	SA	No
\$	20	Loc	Antiqua

Salabog

HP	2000		
AP	33		
DP	80		
MD/%	32/50%		
Exp	700	SA	Yes
\$	66	Loc	Prehistoria

Sand Spider

HP	74		
AP	33		
DP	48		
MD/%	48/25%		
Exp	72	SA	Yes
\$	18	Loc	Antiqua

Skelesnail

HP	30		
AP	15		
DP	56		
MD/%	0		
Exp	20	SA	No
\$	15	Loc	Prehistoria

Skullclaw

HP	90		
AP	48		
DP	80		
MD/%	-63/199%		
Exp	400	SA	No
\$	50	Loc	Gothica

Son of Anhur

HP	200		
AP	41		
DP	120		
MD/%	32/50%		
Exp	250	SA	Yes
\$	250	Loc	Antiqua

Son of Set

HP	160		
AP	36		
DP	80		
MD/%	16/75%		
Exp	120	SA	Yes
\$	40	Loc	Antiqua

Space Tentacle

HP	400		
AP	105		
DP	280		
MD/%	12/80%		
Exp	500	SA	No
\$	0	Loc	Omnitopia

Sparkler

HP	1		
AP	33		
DP	0		
MD/%	0		
Exp	100	SA	No
\$	0	Loc	Antiqua

Speaker

HP	1004		
AP	0		
DP	1400		
MD/%	57/10%		
Exp	0	SA	No
\$	0	Loc	Omnitopia

Sphere Bot

HP	1000		
AP	101		
DP	80		
MD/%	64/0%		
Exp	70	SA	No
\$	10	Loc	Omnitopia

Sterling

HP	3200		
AP	69		
DP	160		
MD/%	0		
Exp	3300	SA	Yes
\$	2000	Loc	Gothica

Stone Cobras

HP	100		
AP	89/Poison		
DP	1200		
MD/%	51/20%		
Exp	100		
\$	10	SA	No
		Loc	Antiqua

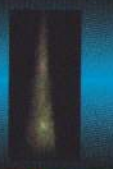
Tar Skull

HP	50		
AP	18		
DP	32		
MD/%	0		
Exp	22		
\$	17	SA	No
		Loc	Prehistoria

Thraxx; Heart

HP	600		
AP	0 (claws)		
DP	0 (exposed)		
MD/%	0 (exposed)		
Exp	500		
\$	750	SA	Yes
		Loc	Prehistoria

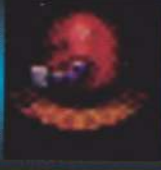
Tiny S Tentacle

HP	200		
AP	85		
DP	240		
MD/%	16/25%		
Exp	300		
\$	0	SA	No
		Loc	Omnitopia

Tumble Weed

HP	60		
AP	24		
DP	80		
MD/%	0		
Exp	50		
\$	40	SA	No
		Loc	Antiqua

Super Mechaduster

HP	600		
AP	85		
DP	160		
MD/%	57/10%		
Exp	50		
\$	280	SA	No
		Loc	Omnitopia

Tentacle

HP	400		
AP	53		
DP	160		
MD/%	12/80%		
Exp	500		
\$	0	SA	No
		Loc	Antiqua

Timberdrake

HP	2000		
AP	84		
DP	120		
MD/%	0		
Exp	2200		
\$	2000	SA	Yes
		Loc	Gothica

Tiny Tentacle

HP	200		
AP	33		
DP	160		
MD/%	16/25%		
Exp	300		
\$	0	SA	No
		Loc	Antiqua

Verminator

HP	3425		
AP	0		
DP	0		
MD/%	0		
Exp	1050		
\$	1000	SA	Yes
		Loc	Gothica

Vigor

HP	1050		
AP	54		
DP	100		
MD/%	51/20%		
Exp	1050	SA	Yes
\$	1000	Loc	Antiqua

Viper

HP	125		
AP	25		
DP	80		
MD/%	16/75%		
Exp	80	SA	No
\$	50	Loc	Prehistoria

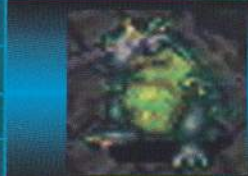
Will o' Wisp

HP	40		
AP	14		
DP	40		
MD/%	0		
Exp	4	SA	No
\$	4	Loc	Prehistoria

Wood Mite

HP	160		
AP	48		
DP	160		
MD/%	48/25%		
Exp	180	SA	Yes
\$	30	Loc	Gothica

Viper Commander

HP	250		
AP	30		
DP	92		
MD/%	16/75%		
Exp	160	SA	No
\$	200	Loc	Prehistoria

Widowmaker

HP	40		
AP	14		
DP	48		
MD/%	38/40%		
Exp	40	SA	Yes
\$	12	Loc	Prehistoria

Wimpy Flower

HP	18		
AP	9		
DP	28		
MD/%	32/50%		
Exp	2	SA	No
\$	2	Loc	Prehistoria

Item List

The weapons listed below appear in order in the first two stages of the game as **Sword**, **Ax**, and then **Spear**. In the last two stages, you will find the **Sword**, then the **Spear**, then the **Ax**.

In order, up to the Omnitopia weapons, each weapon does as much or more damage than any previous weapon. The Omnitopia weapons are all the same as far as base damage goes, but they still have different power-ups. Although the **Sword** power-up is nothing to write home about, remember that the **Silver Sheath** charm gives Swords extra base damage. Axes are also special in that they break through barriers in their era. Spears, of course, are the wonder weapon because you can throw them at attack level 2 or 3.

The list below lists each weapon by area: Prehistoria, Antiqua, Gothica, and Omnitopia. The "damage" of the weapon is the base damage done on a good hit if the Power is 100% of attack level 1 and the Kid gains no advantage from Strength, Skill, or Charms. In actual use, an Omnitopia weapon at attack level 2 used by the Kid around 25th level with all the Charms can do a couple hundred hits of damage at full power-up.

The Bazooka is a special weapon in that it shoots at range only at 100% Power and does its base damage, not altered by the Kid's attack strength.

Weapons

<i>Swords</i>	<i>Damage</i>	<i>Area</i>
Bone Crusher	10	Prehistoria
Gladiator Sword	20	Antiqua
Crusader Sword	30	Gothica
Neutron Blade	50	Omnitopia
<i>Axes</i>	<i>Damage</i>	<i>Area</i>
Spider's Claw	15	Prehistoria
Bronze Ax	25	Antiqua
Knight Basher	35	Gothica
Atom Smasher	50	Omnitopia
<i>Spears</i>	<i>Damage</i>	<i>Area</i>
Horn Spear	20	Prehistoria
Bronze Spear	30	Antiqua
Lance	40	Gothica
Laser Lance	50	Omnitopia
<i>Bazooka Ammo</i>	<i>Damage</i>	<i>Area</i>
Thunder Ball	200	Omnitopia
Particle Bomb	350	Omnitopia
Cryo Blast	800	Omnitopia

Armor

Armor adds directly to the character's Defend value, soaking up some of the damage done by a hit. Armor comes in four types: Body Armor, Helmets, Arm Guards, and Dog Collars. The first three are cumulative in their effect. There are three of each Kid Armors in each era of the game, and one Collar in each era for the Dog.

<i>Body Armor</i>	<i>Defend</i>	<i>Area</i>
Grass Vest	3	Prehistoria
Shell Plate	4	Prehistoria
Dino Skin	7	Prehistoria
Bronze Armor	12	Antiqua
Stone Vest	19	Antiqua
Centurion Cape	28	Antiqua
Silver Mail	40	Gothica
Gold Plated Vest	55	Gothica
Shining Armor	73	Gothica
Magna Mail	94	Omnitopia
Titanium Vest	124	Omnitopia
Virtual Vest	169	Omnitopia
<i>Arm Guards</i>	<i>Defend</i>	<i>Area</i>
Vine Bracelet	1	Prehistoria
Mammoth Guard	2	Prehistoria
Claw Guard	5	Prehistoria
Serpent Bracelet	10	Antiqua
Bronze Gauntlet	17	Antiqua
Gloves of Ra	26	Antiqua
Iron Bracer	37	Gothica
Magician's Ring	50	Gothica
Dragon's Claw	65	Gothica
Cyber Glove	82	Omnitopia
Protector Ring	101	Omnitopia
Virtual Glove	122	Omnitopia
<i>Dog Collars</i>	<i>Defend</i>	<i>Area</i>
Leather Collar	5	Prehistoria
Spiky Collar	42	Antiqua
Defender Collar	86	Gothica
Spot's Collar	135	Omnitopia

Charms

Charms give your character extra abilities, improve your character's statistics, or decrease your foe's statistics. They are all useful except the Magic Gourd, which likely does nothing.

<i>Name</i>	<i>Ability</i>
Jaguar Tooth Ring	Running
Magic Gourd	Nothing
Chocobo Egg	Extends Hit Points
Armor Polish	Increases Defense Power
Jade Disk	Increases Hit Percentage
Ruby Heart	Increases Magic Defense
Moxa Stick	+25% on all Healing Formulas
Sun Stone	Increases Strength
Silver Sheath	+25% Damage for Swords
Staff of Life	Increases Evade Percentage
Insect Incense	Repels insects
Oracle Bone	Some characters say more
Thug's Cloak	Increases Evade Percentage

Essence List

There are several materials, generally called **Essence**, which provide effects similar to alchemy formulas, but only at the cost of one dose of **Essence**, instead of the ingredients for a formula. Furthermore, they tend to be available for use earlier than the formula equivalent. Depending on where you are, these goods can be found in nature, inside containers, or purchased from an **Essence Seller**. For most of these goods, you may only carry six doses at a time.

Special note: Pixie Dust only lasts a brief time, but in the early game Boss fights, this will save you from a messy demise even if you can't keep your energy up with spells or healing **Essences**.

<i>Essence</i>	<i>Effect</i>
Petals	Heals 40 points of Damage.
Nectar	Heals 120 points of Damage.
Honey	Heals 300 points of Damage.
Wings	Same as Escape formula.
Herbal Essence	Same as Cure formula.
Dog Biscuit	Same as Revive formula, but heals 100 points of Damage.
Pixie Dust	Same as Horace's Regenerate. Although this only lasts a short time, if the character is knocked out in battle, that character gets right back up with minimal Hit Points.
Call Bead	Used to activate allies on call.

Alchemy Goods List

These are the ingredients mixed together to cast your readied alchemy formulas. Most of these goods can be found in nature, but each only in certain areas and eras. Goods tend to be available in any era during or after it is first needed for a spell. Most alchemists that you meet will sell some of these goods, and some towns have **Alchemy Sellers** who will sell several of these goods.

Prehistoria Goods

Wax, Oil, Crystal, Clay, Roots, Water, Ash, Mud Pepper

Antiqua Goods

Ethanol, Limestone, Vinegar, Atlas Medallion, Bone, Brimstone

Gothica Goods

Iron, Acorn, Mushroom, Feather

Omnitopia Goods

Gun Powder, Grease, Meteorite, Dry Ice

Formula List

Allies' Spells (Call Beads)

These spells are made available to you by each of the four allies you meet as the game progresses. They are accessed by using a Call Bead, and then selecting the icon of the ally you wish to call on. One Call Bead gets you one shot of one spell.

As a note, Horace has two spells that are only available to Call if you found them as you explored.

Fire Eyes' Call Spells

Flare	Small fireball, stronger than flash
Heat Wave	Fire attack that affects all enemies
Storm	Lightning bolt
Life Spark	Heal spell

Horace's Call Spells

Time Warp	Enemy takes back last blow
First Aid	Super Heal spell
Confound	Confuses target enemy for a short time

Other Horace spells found in Evermore:

Regenerate	When the target "dies," comes back with minimal Hit Points
Aura	Makes target invincible for a short time

Camillia's Call Spells

Shock Wave	Dramatic blast, devastates most foes
Shield	Half Damage for twice as long as Aura
Plague	Like Poison, but never wears off
Hypnotize	Freezes target foe for a time

Professor's Call Spells

Disrupt	Same as Confound, with more power
Restore	Heals both heroes to Maximum
Electra-Bolt	Multiple lightning blasts

Alchemy Formulas

These are the formulas that the Kid can use to blast beasts, heal damage, increase his statistics, or gain special abilities. The trick is that you can only have eight formulas ready for use, so choose wisely every time you are allowed to ready your formulas. The knowledge of these formulas is acquired as you go along and meet alchemists in each of the areas and eras of the game. Some of these formulas are only available on the second visit to an alchemist.

Prehistoria (first visit)

<i>Formula</i>	<i>Effect</i>	<i>Ingredients</i>	<i>Found</i>
Flash	Weak fireball, 1/2 power of Flare	1 Wax + 2 Oil	Fire Eyes
Hard Ball	Hard clay ball	1 Crystal + 1 Clay	Bugmuck
Cure	Dispels status effects	2 Roots + 1 Oil	Strong Heart
Acid Rain	Hits all foes, damage mild	1 Ash + 3 Water	Quicksand Fields
Defend	Increase defensive power	1 Clay + 1 Ash	Strong Heart
Heal	Heals damage, like Petals	1 Root + 1 Water	Mammoth Graveyard
Levitate	Lifts Boulders	1 Mud Pepper + 1 Water	Volcano Crater
Speed	Agility goes up, temporarily	1 Wax + 2 Water	Volcano Caves

Antiqua (first visit)

<i>Formula</i>	<i>Effect</i>	<i>Ingredients</i>	<i>Found</i>
Drain	Steals HP from target	1 Ethanol + 2 Roots	Right Bank
Crush	Smashes target	1 Limestone + 1 Wax	Blimp
Sting	Small damage to target	2 Water + 1 Vinegar	Desert of Doom
Atlas	Super strength	Atlas Medal + 1 Ash	Nobilia
Revive	Wakes up Dog with 100 HP	3 Roots + 1 Bone	Blimp

<i>Formula</i>	<i>Effect</i>	<i>Ingredients</i>	<i>Found</i>
Revealer	Reveals paths over pits	2 Ash + 1 Wax	Madronius
Fireball	Normal Fireball 2X power of Flare	1 Brimstone + 2 Ash	Hall of Collasia
Escape	Teleport out of interior mazes	1 Wax + 1 Vinegar	Madronius

Gothica (first visit)

<i>Formula</i>	<i>Effect</i>	<i>Ingredients</i>	<i>Found</i>
Lance	Projectile attack	1 Iron + 1 Acorn	Ivor Tower
Corrosion	Improved Acid Rain	1 Mushroom + 3 Water	Ivor Tower Sewer
Fire Power	Damage equal to Kid's current HP	1 Feather + 1 Brimstone	Ivor Tower
One Up	Restores max HP	1 Feather + 1 Root	Dark Forest
Regrowth	Restores HP until character is hit or maxed	1 Acorn + 2 Water	Ebon Keep
Explosion	Blasts barriers	2 Ethanol + 1 Ash	Tinker
Lightning Storm	Multiple bolts of Lightning	1 Iron + 2 Ash	Gomi's Tower
Slow Burn	Target's HP decreases at a slow, but steady rate	1 Iron + 1 Brimstone	Tinker

Prehistoria (second visit)

<i>Spell</i>	<i>Effect</i>	<i>Ingredients</i>	<i>Found</i>
Miracle Cure	Dispels "states" and heals like Heal	2 Roots + 1 Vinegar	Strong Heart

Antiqua (second visit)

<i>Spell</i>	<i>Effect</i>	<i>Ingredients</i>	<i>Found</i>
Double Drain	Twice as good as Drain	2 Ethanol + 2 Vinegar	Right Bank
Barrier	Immune to attack and heals	1 Limestone + 1 Bone	Horace

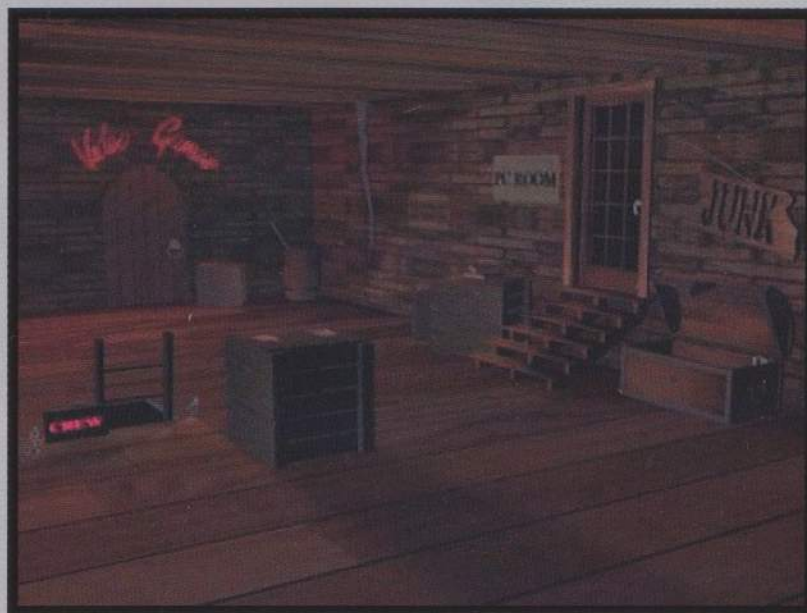
Gothica (second visit)

<i>Spell</i>	<i>Effect</i>	<i>Ingredients</i>	<i>Found</i>
Super Heal	Both characters to maximum	2 Ethanol + 1 Acorn	Ebon Keep

Omnitopia

<i>Spell</i>	<i>Effect</i>	<i>Ingredients</i>	<i>Found</i>
Stop	Freezes foe temporarily	2 Wax + 1 Crystal	Chessboard Interior
Nitro	Big explosion 2 Grease	1 Gun Powder +	Tinker
Reflect	Reflects magic temporarily	2 Grease + 1 Iron	Junkyard
Call Up	Creates a Call Bead	1 Meteorite + 1 Dry Ice	Professor Ruffleburg
Energize	Charges attacks super fast	1 Crystal + 1 Iron	Professor Ruffleburg
Force Field	Immune to next hit, temporarily	1 Grease + 1 Iron	Chessboard Interior

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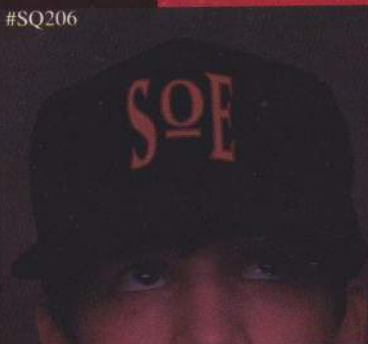
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